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Game Informer



120 Stars Revealed!
**Super
Mario 64**
Pg. 82

September 1995

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CRASH Bandicoot

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AGES 7 AND UP
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A vertical strip of five screenshots from the video game Halo 3. The screenshots show various in-game scenes: a wide landscape with a large structure, a close-up of a building, a close-up of a building, a close-up of a building, and a close-up of a building.



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[illegible]



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Nintendo has Mario and Sega has Sonic, but you won't find Crash on either one. Heralded as Sony's newest mascot, Crash Bandicoot comes to the PlayStation with a mighty big order to fill. Can he do it? Turn to page 8 and find out!

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Mario 64 is coming and Game Informer has it all.

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Bleeding You Dry!

I am the owner of a Sony PlayStation and I just found out something that made me extremely angry. PlayStation don't come with an RF adaptor. Why? Sega and SNES come with one. I think if you spend \$300 on a console it should come with everything you need to hook it up. I've already spent over \$100 buying Street Fighter Alpha, an extra controller and a memory card. Now I have to spend a rather \$30 on an RF adaptor. That is an incredibly stupid. Why do they do this?

River Taylor
West, MI

They do this for a number of reasons. The first is that they want to sell the unit for as little as possible. Adding the additional components would be reflected in the

RFU adaptor



old now have the whole package already built in.

price tag. Secondly, many people don't use the RF hookup and they would be equally upset if they paid for something extra and didn't even need it. Lastly, it is a sign of the times. Most of the TVs

Who Murdered The 32X?

Last year I was planning to buy a 32X. However, because of your reviews I didn't buy the 32X. Instead I bought the Sega Saturn. I had a lot of fun with that system. If I had a 32X I probably would have beat it to death! Or, it might have been already dead when I got it!

Terrina Ribeiro
Jersey City, NJ

To say the least, the 32X was a very short lived system. It did sell fairly well for a period of time, but lack of support from Sega and third party developers sent it into oblivion. Everyone knew that the

Saturn was coming and many consumers lost interest in the 32X as well. Just think, the 32X was once about the same price as the Saturn is now.

A Backline System, Eh?

I am a proud owner of a Sega Genesis and I'm a huge Mortal Kombat fan. In your July issue it covered the Electronic Entertainment Expo in L.A. and the upcoming release of new games after I received the issue I went to my local gaming store and asked them about the release dates on both of those games and when I heard wasn't too uplifting. They told me the Genesis was on the verge of

becoming a backline system, which meant the Genesis and all of its games including "UMK3" and "NHL '97" will not be produced by the end of this summer. Even though I have more trust in your grading, for some reason I can't quit thinking about the horrible things they told me. Could you please not let it all straight. You're a great guy, please don't let me down. Thanks.

Genisis Eryle
Sterling Heights, MI

We're not sure what was meant by a backline system, but the Genesis and SNES are not getting as much support since the introduction of newer systems. Think about how long the NES lasted after the SNES was introduced. Game developers and publishers are now focusing on the increasing number of 32-bit gamers and lower production costs of CD-ROMS.

Regarding your question about UMK3 and NHL '97, both of those games are scheduled to be released this fall. There are still plenty of 16-bit machines, and game publishers know that the Genesis owners are craving those titles.

How Did You Get That Job?

I was wondering how exactly do you become a GI editor, and what age would you have to be?

Eric Gulbranson
Andover, MN
Age 13

Obviously, having a good knowledge of games is always a plus. More importantly, writing skills are essential to becoming a video game journalist. If you have interest in a career in writing, we suggest keeping those English scores high while playing and reading about games. We might also add that journalists have among the lowest average starting salaries of professions that require a college degree, but it sure does beat wearing a tie to work everyday!

Age is open if you've got the writing skills, but the more education you have, the better your chance of getting an internship.

Erld Murtin Has Returned!

The truth is out there, and I've bitten off a bloody chunk of it! Thankful avengers assemble! Okay, here's the lowdown: I joyfully bought a copy of Tekken 2 and its extra goodies everywhere, including the character endings. However, I returned it for another and the same thing happened again! AAAAAH! The store owner told me that it was a console problem with his customers and he had no idea what the problem was. So, I called PlayStation and the rep. told me that it was a hardware problem, not the game itself! What? He explained that Sony had two or three models out and that Tekken 2 would only work right on the newest one (that has a manufacturing date of at least January '96). And, this "newer" one didn't let you get away with that expert - spin kid trick! Well, it was also confirmed that newer games are being made specifically for this model because it looks the

older one's FMV how ever wonder why the 1600 is slow



Woody
glitches?...Bingo!

I called Sony... "Your PlayStation, sir, is an different from ever being made today and there is no second or third model! Ah, bink, bink, precisely-surely!" Faxes, I just loved mine in for the Jan. '96 model and boy does Tekken 2 playback live (the whole thing runs smoothly). This would also explain why my friend couldn't play sports on his brand new PS-X (he tried every option! What is going on? PS-X? You should be!

Erld Murtin "The Mad Gamer"
Chris Twanney
Houston, TX

We were aware that Sony had made new hardware upgrades to the PlayStation that allowed the "disk swap" technique to play import titles. We have learned of a few companies that have made a chip available that when added to your PS-X will allow you to play imports without the swap trick, but we are uncertain if this chip will work with the "newer" hardware. Plus, reconfiguring the internal workings of the electronics is not only risky to the proper functioning of your PS-X, it also cancels any warranty offered by the manufacturer.

We located a few game dealers through the Internet that offer this modification, as we would suggest you start there or contact local game shops that deal with imports.

We understand your frustration, but historically game manufacturers have always made it hard for gamers to play import titles. It looks as though history has again repeat itself.

What's With the Black CD's?

I currently own a PlayStation and I think it's the best system out on the market at this point in time. But tell me this - what is that black stuff on the underside of the CD? I heard from a very



reliable source they best friend that they put that stuff on as a protective coating to help prevent the CD from scratching. If this is true, then why isn't this mysterious black coating on the CD's other side the secret for the PS-X, and why do I see scratches on my games?

John Person
Houston, TX

You're right to question your friend's interpretation. No, this isn't a protective coating. It is a manufacturing technique that was implemented by Sony to deter illegal duplication of PS-X games. Games without the black side are easy to pick out in a crowd and with plenty a common problem within the industry. Sony figures that this will give them a jump on the pirates.

Caution: Work Zone

First off, your mag rules, so keep up the good job. I recently saw a commercial that Sony is selling for \$180.00. That same day my mother offered me a job over the summer to help her clean houses for \$100 an hour. Should I take this job to get Sony or

should I just sit around all summer playing my Super NES? By the way, what color is Palmer's hat?

Anthony Zajczak
Chicago, IL

We think you should take the offer. You're going to need the money to buy a new system sooner or later. Or you might just want to get some extra cash to buy and read some SNES titles. How about some cash for some CDs? Plus, sitting around and playin' the SNES all summer will turn you into a slug.

To answer your question about Palmer, he's pulled all of his hair out trying to find all the gems in Crash Bandicoot.

I Want My RPGs

I recently bought a Sony PlayStation with expectations of cool RPGs and/or action RPGs. But so far, the Saturn has the upper hand in those categories with games like Shinigami, Windows, Legend of Dragoon, and upcoming games like Ray Earth and one of those Lovers from Sega CD. Frank, I know that Sony has rights for FF VII, but that won't be in the US for another year or more. Why are any other cool RPGs coming out for the PlayStation?

David "No Cool Nickname" Jennings
Gunnville, IL

FF VII isn't going to be in the US for another year? Final Fantasy VII will make it to shelves in Japan in December with the US release coming in early '97.

Other ideas: take a look at our coverage of Beyond the Beyond on page 30. Sony is also releasing Arc the Lad before Christmas and a sequel is already in the works in Japan. Compaq's Ika Kanami have RPGs in the works, as do a few others. The Saturn does have the jump on the PS-X as far as RPGs are concerned, but you should start seeing more PS-X RPGs this fall.

It's interesting that we gamers are really never satisfied. Take a look at the July '96 Dear GI. Jonathan Seal is a Saturn owner with the same complaint.

Huh?

Greetings Earth People, I am Fulgur, king of the Fulgerians and ruler of the planet Fulgetron. Look upon me and cower! Ma-Ma! Answer my questions, fool, or you will die!

Danney "Fulgar" Reynolds
Philadelphia, PA

Yes, it is true. Too much Kiffer instinct can lead you to believe you are Fulgur.



Wanted: Envelope Art

Enter the Great Internet Envelope Art Contest. All you have to do is wrap an envelope and/or card in the best drawing envelope or you can win a prize. It's to be. Please include your name, address, e-mail, and phone number and a link to the envelope. If you're the worthy winner, we'll feature your work in Gaudy or Japan's Fun magazine from the Game Informant Co.

George Hinkle
Milwaukee, WI

This guy should be in Hollywood.



Final Fantasy VII features oversized swords and funky parachute pants.



Brian Rivers
Baltimore, MD
The best dressed fighters in vids, is this Tekken or the cover of GGT?



Corey Hall
Stoke, IL
My... what big teeth you have.



Shauna Clane
Mount Vernon, NY
Smells like your deodorant isn't working overtime.



Laura Bow
Piano, TX
Ever have a bad hair day?



Ryan Carter
Rockford, IL
I think I'm blind!



Jonathan Yang
Walnut, CA
Famno Fable

september WINNER!
Patrick Fulmer, Philadelphia, PA

HE IS A MASCOT!

CRASH BANDICOOT

THE BOTTOM LINE 9

- **Size:** 1 CD-ROM
- **Style:** 1-Player / don'tP! store
- **Special Features:** Twenty Six Hidden Gems, Tied Hidden Land, Bonus Levels, Editable Photo Mode, Jumping Pinwheel or Memory Card Save, Bosses, Beautiful Polygon Graphics
- **Created by:** Naughty Dog and Universal Interactive Studios for Sony
- **Available:** Now for Sony PlayStation

For as early as now, gamers have affected the Sony PlayStation identity with either a logo or the unit itself. A failed marketing run of trying to introduce a spiky haired polygon character as a PlayStation mascot left the gaming industry crying for a familiar face to paste onto the PS-X. As history has shown, hardware units without a mascot are pretty much condemned to immediate decay. The Atari Jaguar, the Philips CD-I, and the Amiga 32 have all had their heads on the chopping block for quite some time. Thanks to Naughty Dog and Universal Interactive Studios, Sony has no intention of going there.

The Sony PlayStation has finally been baptized into the world of mascot gaming. This furry little fellow comes from the Perameltidae family found in Australia, Tasmania, and New Guinea. Don't worry, he's not a koffer. He's a bandicoot (a vegetarian marsupial). Like any'd cent humkins, Sony and affiliates have given their special little pet a name. He goes by Crash Bandicoot, and he's ready to blow the coors off of PS-X gaming as we know it.

Crash has all the right features for a gaming mascot. While he's not as fat as a plumber or as blue as a hedgehog, Crash features one thing that the other mascots don't have - raw attitude. Being born and raised in a jungle can scar you up your personality a tad. This is apparent both in Crash and in his first action/platform game.

Developers Naughty Dog and Universal Interactive Studios originally intended to make Crash Bandicoot a completely revolutionary 3D adventure title. While development moved on day after day, Naughty Dog decided that they preferred basic platforming instead of 3D arena adventure. They made the right move. Super Mario 64 turned out to be what Naughty Dog originally desired, and Crash Bandicoot became a revolutionary action/platform title that opened the 32-bit action look to a new chapter - side scrolling and tunnel 3D.

Take Donkey Kong Country's graphics and multiply it by ten, then add a Doomlike 3D quality to the fray. Crash Bandicoot features two styles of gameplay - 3D action platform and 2D third person. The

REVIEW: THE RACING GAMES

- Concept:** 5 (I wonder, supporting a CD-ROM and Crash? Maybe Looking or Lumber Boy would have been more appropriate.)
- Graphics:** 8.25 (Unfortunately, the game is right up my alley, pure entertainment, maybe! The story you proceed the tougher it gets.)
- Sound:** 6.75 (The title will attract all school games along with the new generation of video kids.)
- Playability:** 5 (The graphics are very comparable to the Hit. The 3D system is balanced perfectly with the gameplay. I actually felt like I was jumping along my path up a jungle river. This is a game that is accessible to gamers, most experience it's not completely expert, but the overall feeling after playing is truly "once".)

OVERALL

9

JON, THE GEEKY GAMES

- Concept:** 8.5 (For a game that has only three levels, Crash is complete enough (and fun).)
- Graphics:** 8.5 (Impressive enough) to present a serious, serious challenge. Instead of creating more levels, I like the idea of backtracking through previous levels after obtaining gems. However, this is where the frustration starts in.
- Sound:** 6.25 (It's hard enough going forward, let alone backward. The graphics are intense, especially the light shading. However, some are held by the old 3D type.)
- Playability:** 8.25 (Crash is most definitely a 3D action/platform with only minor feelings of the 3D experience.)

OVERALL

8.75

ANDY, THE GAME NUT

- Concept:** 8.5 (Crash is a 3D tribute to the classic action/platformer. It takes simple jump and shoot to create a fun, fun, fun, and of your own adventure.)
- Graphics:** 8.75 (Graphically this is definitely the most impressive game on the PlayStation. It's like watching a cartoon. Lots of details with lots of colors. The only drawback to Crash is that it's not quite as long as it could be, but it really doesn't make a difference in the end. Crash is an excellent game that will push your platform skills to the limit.)

OVERALL

9

CRASH BANDICOOT - PROFILE



- Species:** Bandicoot (Perameltidae family)
- Sex:** Male
- Age:** 1 Day and counting.
- Weight:** Unknown
- Size:** Too many pixels and pixels to count
- Favorite Food:** Mangos, mangos, mangos
- Favorite Past Time:** Jumping and keeping his peary white clean.
- Best Friends:** Sony, Naughty Dog, and Universal Interactive Studios. They gave him his fame, fortune, and name.

Favorite Publications: Whoever puts him on their cover (The money's G!)

This guy looks like a plush stuffed doll that covetantly screams "squeeze me and I'll squeak!" Don't get the wrong idea though, Crash is actually a lean mean rereupal machine. If anyone can save the jungle it's Crash! He doesn't need any ammunition or gang related help. All he needs are his instincts and his fast furry time fast to bounce off villainous heads and leap over obstacles. Love him and he'll control beautifully for you.



action/platform levels themselves involve a significant amount of 3D movement. While accomplishing the task of moving from one direction to the next, Crash will also have the chance to jump into the background. The 3D third-person levels basically place Crash on a slight track. The objective is to run forward, dodge obstacles, destroy enemies and find the exit. Sometimes though, Crash will have to take different routes and actually backtrack towards the game.

All the action is based on Crash's two moves—jumping and spinning. Most of the levels demand the gamer to solve puzzles, take risky jumps, and find new areas. Several bosses also await Crash Bandicoot. Each boss acts differently and Crash will have to figure out how to take each one down. Each of the twenty-six levels present a unique challenge in themselves that will drive gamers bonkers.

Crash Bandicoot is here, and there's no stopping him from taking over the minds of children and hard-core gamers everywhere. Don't be surprised if a sequel, action figures, comics, and a cartoon series are in the works. This is the guy Sony is betting on to sell units. Crash has a large reputation to live up to.

CRASH TALK

When it comes down to graphics and special effects, Crash Bandicoot shines high above any other 32-bit action/platform title. All the backgrounds, foregrounds, and environments are rendered in 3D. Example: When you walk past a shrub, you'll notice that it doesn't look flat when approaching the front of the screen—it has depth. Every object in the game is like this; each contains an original form and likeness.

If that's not impressive enough, the lighting effects add even more realism. There's no doubt about it: the PS-X can simulate killer lighting effects. In Crash Bandicoot you'll notice different shades and moving shadow angles. Naughty Dog went so far as to program a level that specifically relates to the lighting program. All the 3D objects and lighting effects act as they should—with realism.

GEMS

The Gems are the most sought-after item in Crash Bandicoot. If you find one, you can consider yourself an avid gamer. However, if you happen to find them all, you will be praised by whoever witnesses this feat, and be hailed among the ranks of Zeus and Odin as the ultimate gaming God.

There are two different kinds of Gems, the white and the colored. White Gems can be considered as the easy to find generic brand. These only come into play at the very end of the game, forming a path to something terrific. The colored Gems are one per color and are used as links to hidden areas that will allow you to find certain boxes on specific levels. Example: let's say you find the Blue Gem on The High Road level. This Gem will open up other areas in certain levels (such as Cortex Power) where it forms a bridge across a slime pit. Before you find these colored Gems you may see a glimpse of a placement piece which is the same color as the Gem. This means you need that colored Gem to pass a certain feat on the level. Now, begin your hunt.

To find one Gem is a task in itself. You must pass a level without dying and destroy every box on the level. Most boxes are easy to reach, although maybe one or two are hidden. If you beat a level without dying, you'll be greeted with either a Gem Screen (if you find all the boxes), or a Box Screen (meaning you've missed one or more). This screen will show you how many boxes you missed by dropping them on Crash's head. Do the level over until you get it perfect.

BONUS LEVEL

The Bonus Level is the only point in the game where saves or checkpoints are available. To find a Bonus Level you'll have to find three strange clown-like icons hidden within a level. Once the third one is picked up, you'll instantly be teleported to the hidden area where certain obstacles must be overtaken before a save can be managed.

There are also three Bonus Icons and Super Bonus World Icons. Collecting three Bonus Icons brings you to a Bonus Level that doesn't allow you to save, though it does offer many free lives. The Super Bonus Icon acts in the same manner, but it holds a great surprise for those who find its three icons. These icons are spread throughout the land. Three icons, three islands. Hint, Hint.

BOXES—These are what you're looking for. Seek and destroy! The boxes come in all different shapes and sizes. Some are damaging to your health; others are bonuses that will put a smile on your face. Here's a breakdown of what to look for:

AKU AKU—Smash one of these and Crash will gain a hit point. Smash three and you'll receive temporary invincibility.

I-UP—This box has a picture of Crash on it. Open it and add the I-UP to your arsenal.

EXCLAMATION—This box will trigger all the other silhouette boxes you see.

BREAKABLE ARROW—Jump on this to reach new heights.

QUESTION MARK—What's inside is a mystery...

UNLABELED—These boxes always contain one mango.

UNLABELED WITH STRIPES

These boxes always contain ten mangoes. Must be jumped on or bumped from the bottom to access this delicious fruit.

DYNAMITE—Ouch. These hurt Crash. Nonetheless, they come in handy for destroying multiple boxes while on the run.



BE WARNED

WHAT YOU ARE ABOUT TO READ IS HIGHLY CONFIDENTIAL, AND IF IN THE WRONG HANDS, A NIGHTMARE TO THE WORLD. BELOW IS A SPECIFIC STRATEGY GUIDE WHICH WILL HELP YOU BEAT THE GAME. NOT ALL THE LEVEL HINTS ARE COMPLETE, BUT IT DOES TIP YOU IN THE RIGHT DIRECTION. THIS STRATEGY GUIDE WILL ALLOW YOU TO FIND BETWEEN 95% AND 100% OF THE GEMS (IF YOU'RE GOOD ENOUGH). GOOD LUCK AND MAY THE MANGO BE WITH YOU!

GEMS COLOR KEY

WHITE BLUE GOLD GREEN PINK PURPLE YELLOW

LEVEL 2 - JUNGLE ROLLERS

FIND ACCESS TO BONUS WORLD 1

Hint: It's impossible to find all the boxes without having the Green Gem accessed (The Lost City - Island 2). The rest of the level is a walk in the park.



LEVEL 3 - THE GREAT GATE

ACCESS TO BONUS WORLD 2

Hint: Don't bother trying to find all the boxes on this level unless the Yellow Gem is accessed (The Lab - Island 3).

Hint: When you approach a breakable arrow box that appears to lead nowhere (sky background), jump on it and push towards the background. A hidden 1-up is awarding your arrival. Do the same on the next breakable arrow box to find the hidden box on this level.

FIND

REQUIRES

FIND

REQUIRES

LEVEL 5 - UPSTREAM

ACCESS TO BONUS WORLD 3

Hint: The first waterfall holds a box with a 1-up behind it. Carefully jump across the Gold Gem path to find it. The Gold Gem is found in The Generator Room - Island 3.

Hint: The second Gold Gem path is at the very end of the level. Two boxes are found through this path.

FIND

REQUIRES

ISLAND 1

This island acts as both an introductory course for the gamer and an essential base for Gem collecting. Learn how to move and pick up the accessible Gems before you proceed to Island 2.

LEVEL 1 - N. SANITY BEACH

Hint: The only trouble on this level will probably occur at the exclamation switch. The consecutive box jump is difficult but can easily be conquered by timing the jumps. Watch Crash's shadow to see where you are going to land.

FIND



LEVEL 4 - BOULDERS

Hint: Run like a mad dog! Use Crash's spin move to break the boxes on the boulder path. Don't try to jump on them, you'll die a horrible death.

FIND



LEVEL 6 - ROLLING STONES

ACCESS TO BONUS WORLD 4 ACCESS TO BOSS BONUS WORLD 1

Hint: Halfway through the level you'll encounter an unstable platform with a rolling rock in front. If you look closely you'll see the Blue Gem (The High Road - Island 3). Jump down the Blue Gem path to uncover the missing level boxes and three extra lives.

PAPU PAPU (BOSS)

Dodge Papa Papu's swinging stick attack and jump on his head. Do this procedure three times and he'll be beaten.



LEVEL 7 - HOG WILD**FIND**

Hint: Get on your hog and ride! Utilizing skillful jumps and accurate timing is the only way to be a flawless victor in Hog Wild.

**ISLAND 2**

Island 2 holds the first key and the first colored Gem. The stages are tough but not unbeatable.

LEVEL 9 - UP THE CREEK**FIND****ACCESS TO BONUS WORLD 6**

Hint: Once you've located and accessed the Exclamation Box, trek back across the sky pad path to the waterfall. You'll notice that four fly pads are constructing a path across to the two boxes sitting on the ledge. You can either walk the fly path and collect an extra life, or simply jump from the fog towards the two boxes. Set the timer on the dynamite and use the breakable arrow box to shoot back up to the log. The dynamite will destroy the last boxes for you.

**LEVEL 12 - ROAD TO NOWHERE****ACCESS TO BONUS WORLD 8**

Hint: At one of the checkpoints you'll notice that a Red Gem is near. Jump on it and allow it to take you to a hidden area. The first order of business here is to activate the Exclamation box to the right. Use the box that appears to activate the one to the left. The last last is to activate the box in the middle. Jump off the box that appears (from activation #2) and land in the middle of the floating metal. Four boxes will appear in the background. Easy taking!

**LEVEL 8 - NATIVE FORTRESS****FIND****ACCESS TO BONUS WORLD 5**

Hint: Once on the top screen (sky background), locate a ledge with a turtle, a plant and an unmarked box. Jump on the turtle so it flips on its back, exposing the bouncy stomach. Jump on the stomach and break the unmarked box. On the second bounce, flip yourself up to the ledge in the background. Walk on the path to find one of the hidden boxes.



Hint: As in hint one there are two more "bounce into the background" spots. Both are on the same plane as the first and are accessed by jumping off of a fire ledge.

Hint: The majority of hidden boxes on this level are hidden in the clouds. The Pink Gem (Slippery Climb - Island 3) needs to be accessed in order to find these.

REQUIRES**LEVEL 10 - THE LOST CITY****FIND****ACCESS TO BONUS WORLD 7****ACCESS TO BOSS BONUS WORLD 2**

Hint: To destroy the first two boxes behind the steel girder at the level entrance you must simply jump from the background ledge. Then, to return to the playing field, jump around the girder.

Hint: There is an Exclamation box hidden in the fourth cubby hole on this level. To activate it, simply jump on top of the unmarked one and hit the jump button for a bigger boost.



Hint: As you start to ascend to the top of this level, look closely to your left. A second Exclamation box is waiting to be activated. Once active, six boxes will appear at the beginning of the top part of the level.

LEVEL 11 - TEMPLE RUINS**FIND**

Hint: When you see a mango dangling off to the left side of a platform, make a gigantic leap into the empty void. You'll land on invisible boxes that will appear as you step on them. Several boxes are located here.

Hint: The rest of the level should be a cake walk. Be sure to check behind every pillar.

**FIND****REQUIRES****KOALA KONG (BOSS)**

Hint: Dodge the four boulders that Koala Kong throws. The fourth one will roll in front of you. Use your spin attack to send it back for a definite hit. Repeat this process four times to advance to the next stage.



RIPPER ROO (BOSS)

The objective here is to detonate the TNT boxes when Ripper Roo is on a nearby square. Memorize his patterns and time your jumps. Hit him three times and he's a goner.



LEVEL 14 - SUNSET VISTA

FIND

ACCESS TO BONUS WORLD 9
ACCESS TO BOSS BONUS WORLD 3
ACCESS TO SUPER BONUS ICON

Obtaining this icon is fairly self-explanatory. Follow the box stairs on the top level and jump onto the moving wall containing the icon.

Hint: At the top of the level you'll see an Exclamation box that is out of reach. Lure the goon from the right to stand underneath the box. Jump off his back and propel yourself into the box. The boxes you are looking for are directly behind you in the background.



LEVEL 13 - BOULDER DASH

FIND

KEY

FIND

Hint: Find all the boxes to access the Key which will open the Island 2 Bonus level (Whole Hog). Smash all the boxes on Whole Hog to receive the White Gem for Boulder Dash.



REQUIRES

ISLAND 3

All but one of the colored Gems are located on this island. If you want to conquer the game thoroughly, you'll need to find all the boxes on each of these difficult levels.

LEVEL 16 - CORTEX POWER

FIND

REQUIRES

Hint: Take this path to the right all the way until it ends (be sure to hit the exclamation box). Now backtrack down the stairs to the second fork in the road on this level. Take the left route (you'll see a Checkpoint box) and go up. Collect all the boxes until the next fork in the road (you'll see a breakable arrow box). Now go back to the right (where you just were) and go to the first fork in the road on this level. Go left and take the Blue Gem path even further to the left until you reach a breakable arrow box. This is the final run and a tough one at that. Break all the boxes from here on out and you'll receive your White Gem.



LEVEL 15 - HEAVY MACHINERY

FIND

ACCESS TO BONUS WORLD 10
ACCESS TO BOSS BONUS WORLD 4

Hint: To find the first Boss Icon, locate two steam and two ice pipes right next to each other. To the right should be a pit with two flying spike bats. Drop between them and proceed to the left to receive your prize. Several boxes are also hidden down here. Beating the level should be a breeze.



LEVEL 18 - TOXIC WASTE

FIND

ACCESS TO BONUS WORLD 12

Hint: This level will pull a Bandicoot on you time after time. Basically, all you have to do is run the straight line and hops for the best. Taking two Aka Aku's with you is a good idea.



LEVEL 17 - GENERATOR ROOM

FIND

ACCESS TO BONUS WORLD 11

Hint: There's only one troublesome area in the Generator Room. At the beginning of the level you'll run into an area where the Exclamation box is located (you should have already activated it). Time your jumps and make sure you get the boxes on the platform first (don't spend too much time here or the platform will fall). Now go back and take out the boxes on the path. The rest of the boxes are easy to get to.



LEVEL 19 - THE HIGH ROAD

FIND

ACCESS TO BONUS WORLD 13

Hint: At the beginning of the level, walk back and you will see a floating mango. Jump directly over the mango and two boards will appear to catch your fall. Continue on taking giant leaps towards the screen. You'll eventually get past the ghost boards and land on solid ground with four hidden boxes at your disposal.



LEVEL 20 - SLIPPERY CLIMB**FIND****ACCESS TO BOSS BONUS WORLD 5**

Hint: Pushing Crash to the limit and making accurate jumps is the only way to solve this level. Patience is the key.

**LEVEL 21 - LIGHTS OUT****FIND****KEY****FIND**

Hint: Once the Yellow Gem is activated (The Lab - Island 3) you will find an alternative level and using this will give you the key to Fumblin in the Dark. Note: the Yellow Gem is placed halfway through this level.

Hint: Break all the boxes on Fumblin in the Dark and you will receive the Purple Gem for Lights Out.

REQUIRES**LEVEL 22 - JAWS OF DARKNESS****FIND****ACCESS TO SUPER BONUS WORLD ICON -**

Located in the bottom box in the pillar at the first checkpoint.

REQUIRES

Hint: The Blue Gem is located right after the Checkpoint. This is the longest bonus area in the game and careful jumps are a must.

**LEVEL 23 - CASTLE MACHINERY**

Hint: The Green Gem will only give you access to twenty-five free lives. This level can be defeated without any gems. None of the boxes are hidden on this level.

FIND**REQUIRES****LEVEL 26 - DR. NEO CORTEX (BOSS)**

Hint: It's the last battle! Dodge his red and blue attacks and send the green ones back at him! Enjoy the ending!

LEVEL 24 - THE LAB**FIND**

Hint: All the jumping skills of classic platformers are combined into this fairly perplexing level. Time your jumps and don't be afraid to veer off to the side when you're in trouble. Get to the end of this level without dying and you'll receive the Yellow Gem.

LEVEL 25 - THE GREAT HALL**NEED ALL**

Hint: Chaos... your path. Go straight to the deadly Dr. Neo Cortex, or if you've collected all the Wumpa Gems, go for the super bonus! What awaits is a super bonus!

**NITRUS BRIO (BOSS)**

Hint: Defeating this mad scientist is an easy task. Dodge all of the red and green beaker bombs. The green ones will turn into moving blobs; jump on their tops to send them flying into Nitrus Brio. Once his hit points are down to three, Brio will transform into a repulsive demon. Jump off the platform and whack him in the head. Repeat this process until he collapses.

**PINSTRIPE (BOSS)**

Hint: Beating this guy is fairly easy; you just have to keep your eyes peeled. Hide behind the couch until he jumps off the table. Wait until he stops shooting and spin into him. The only way to dodge his shots is to hide behind the two couches in the foreground. Duck out and spin in is a great strategy for this smelly mouse.



Game Informer's

TOP TEN

Editor's Top Ten Console Games for September

1. Dragon Force - PS
2. Madden NFL '97 - PS-X, SS
3. Super Mario RPG - SNES
4. Tenet Attack - SNES
5. Ridge Racer Revolution - PS-X
6. Triple Play '97 - PS-X
7. PilotWings II - N64
8. Crash Bandicoot - PS-X
9. Tekken 2 - PS-X
10. Super Mario 64 - N64

Top Ten Mamest Games Excluded by Sony

1. Altered Beast: Altered Beast
2. Teddy Taxman
3. Shazzy the Wonder Rat
4. Chronic
5. Maki
6. Genkai's Workorder
7. Signed the Sloth
8. Lucifer
9. Super Mario Galaxy
10. Andy The Game Dandy

Game Informer is looking for your top ten favorite games. Please send your Top Ten to Game Informer Magazine, c/o: Top Ten 10128 West 76th Street • Eden Prairie, MN 55344. Please note that entries may or may not be entered in a drawing to win a \$2,000 cash prize. Thank you for playing!



Recall the games of yesteryear with our monthly games to be the winner of freedom. To be sure, we won't list the obvious classics like the Super Mario series, Contra, or Zelda. We are delving deep into the land of obscure, yet exciting games of the past. See how many of those gems you can remember.

Altered Beast - NES
 The Force - NES
 Phoenix - NES
 Ninja's Marathon - NES
 Phoenix 3D - Game Boy
 Axiom - SNES
 Axel II Ball Rolling - SNES

Demigod & Dragon - PlayStation
 Empire Struck Back - Atari 2600
 Death Attack - Atari 2600
 Juggernaut - Atari 2600



Nintendo 64 Joins the Family

On September 30 the Nintendo 64 will hit store shelves across the country and join the Nintendo family as the fifth gaming system the company has launched, starting with the NES in 1985.

Nintendo has announced that three first-party games - **Super Mario 64**, **PilotWings 64**, and **Crash'n'USA** will accompany the N64 launch.

Donkey Kong's **Mission: Impossible** and Asakura's **Turok: Dinosaur Hunter** are also likely to appear on September 30. However, sources close to Nintendo suggest that the only third-party game at launch will be Turok. Notably absent from the launch are LucasArts' **Star Wars: Shadows of the Empire** and **WaveRace 64** from Nintendo.

Titles Available on September 30

- Super Mario 64
- PilotWings 64
- Crash'n'USA
- Turok: Dinosaur Hunter

October

- Mortal Kombat Trilogy

November

- WaveRace 64
- Killer Instinct 64
- TurtlesRise
- Wayne Gretzky 3D Hockey

December

- Star Wars: Shadows of the Empire
- Doom 64
- GoldenEye 007

Late '96 - Early '97

- Super Mario Kart 64
- Kirby's Air Ride
- Ken Griffey Baseball
- Bugge Buggie
- Star Fox 64
- Fresh Boy

At May's E3, Nintendo claimed that seven titles should be available at launch and it is quite obvious that they won't quite hit their mark. Here's an updated list of the N64 games' release schedule.

As you can see, the N64 cartridges & unit are surprisingly smaller than the older fare.



Are There Enough N64s To Go Around?

The big question on the minds of retailers and consumers who have waited a long time for the release of the Nintendo 64 is: will Nintendo of America be able to supply the demands of consumers? The Japanese launch of the

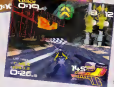
N64 on June 23 was one of the most successful video game console launches in the history of the industry with a reported 200,000 units selling in the first 24 hours. It is rumored that over 500,000 N64 units have been sold in Japan already.

US retailers are experiencing allocation problems that will limit their initial shipment of N64 units for the September 30 launch. As with a number of 16-bit SNES titles that were released late last year (such as Killer Instinct and Donkey Kong Country 2), Nintendo has set limits on the number of units it will provide to retailers. Big retail outlets like **Wal-Mart** and **Toys 'R Us** should receive the bulk of the N64 shipments, while other, smaller specialty shops will receive far less than their ordered number. It also looks like the European version of the N64 won't be available until next year.

Nintendo has long attributed the delay for the N64 coming to market to the fact that they wanted to assure consumers and the retailing community that they could meet their demands. They even went so far as to say they did not want to duplicate the initial problems that Sony had with getting the **PlayStation** to consumers (remember retail shortages of PS-X the first month it came out?).

Although the short supply of N64s may only affect a small number of gamers who want the system the moment it hits the shelves, if demand for Nintendo's machine in the US is remotely close to what it was in Japan, you might be in for some N64 searching after September 30. Happy hunting.





Psygnosis' Sequels Near Completion

The Liverpool, England company that brought you *Destruction Derby* and *WipeOut* are nearing the completion of killer sequels to last year's huge successes.

Game Informer had a chance to play preview copies of *Destruction Derby 2* and *WipeOut XL* just to be sure these games are not mere updates with a couple more tracks and a few new cars. **Psygnosis** basically started from scratch to bring gamers something completely new while retaining the core of what made the first installment so entertaining.

WipeOut XL (*WipeOut 2007* in Europe) features 8 tracks, 4 vehicles, and a host of new weapons. New graphics that include real-time light scattering bring a darker, more futuristic feel to the game. *WipeOut XL* also has hidden tracks and an extra vehicle for those who have the skills to master the challenging courses.

Destruction Derby 2 (see Aug. '96, pg. 32) is looking phenomenal. Longer tracks, jumps, a ton of new crash animations, and vastly improved car physics will amaze players who even remotely enjoyed the first game. *DD 2* will also support an analog control that is essential for mastering the art of driving on two wheels and competing on *DD2*'s seven courses and four bowls.

Look for these games coming to stores sometime in November, and stay tuned for full reviews in an upcoming issue of *Game Informer*.



SegaSoft Launches "Edutainment" Brand

SegaSoft, an independent development house owned by **Sega of America** and **CSK Corporation**, has announced it will develop and publish educational software under a new brand, **Transpeline**. The formation of **Transpeline** will include a strategic alliance with **Media Station**, and the two companies will co-publish two PC titles this year. **Puzzle Castle** is based on Osborne Publishing's Young Puzzle Books, and **Fractured Fairy Tales: The Frog Prince** is a takeoff on the classic *Rosie and Bulwinkle* segment. It was also announced that sequels to these "edutainment" titles will appear in late '97.



Formula One for PlayStation Sees Last Minute Changes

Formula One World Championship, a racing simulation designed by **Psygnosis** and **Bizarre Creations** (see May '96, pg. 28), has hit last minute production snags due to some of the product endorsements found within the game. The US release has been delayed because certain alcohol and cigarette logos found on the vehicles and tracks had to be removed. Although this artwork will appear in the European version and is present in every televised auto race you'll ever see, **Psygnosis** is required to redo the game for the US release.

Formula One should be released some time in late September or early October.

DATA FLOW... DATA FI
FLOW... DATA FLOW... DA

Victorians on the Big Screen?

Sega of America has inked a deal with **Ideal Entertainment** for merchandising, motion picture and television rights to *A Victorian*. **Ideal** is reported to have an animated flip in the works. The *Victorian* film may make it to theaters next year. Expect a toy line to accompany the film.

Sega Classics Revisited

Sega will be releasing several of their famous arcade titles - *Afterburner*, *Space Harrier*, and *Out Run* - for the Japanese **Saturn** in the next few months. The *Sega Ages* games will be exact arcade translations from the original programming code. Although we haven't heard anything about stateside conversions, it wouldn't surprise us if these games showed up for the Christmas season.

3D Monopoly???

GT Interactive, publishers of *Id's* *Doom* and other 3D products, recently acquired **Funrise**, some of the deceased minds who brought us *Duke* (*Worm* 3D for the PC). The acquisition makes **GT Interactive** the head publishing horch of the biggest 3D first-person action titles in existence. **GT** has plans to publish a *Duke* translation for the **PSX**, soon. Let's hope it doesn't go to their heads. Wonder what it'll be like when the *Doom* boys meet the *Duke* boys? Better get the General Lee and call Uncle Jesse.

Sony's Internet Box?

The Associated Press reported that **Sony** is planning to manufacture set-top boxes that will connect to your TV and provide access to the Internet. **Sony** has already announced the fall release of their new line of PCs, and Internet-only boxes seem the next logical step. This move may bypass any plans for **PlayStation** modem peripherals that would offer the same Internet access.



COMPS MASTER

- Published by: Nintendo Game System/Virtual
- Cover Price: \$1.50
- Available: Now (if you can find it), originally released in April 1991

It's hard to believe but it's true: **Game Boy** actually had its own comic series. The plot in this series revolved around the idea of humans coexisting with fictional pixel characters. In issue #3 Mario teams up with the air force and goes on a bombing raid. This is actually a great read: it may be tough to find these old issues but look for them in specialty stores.



Mutation Nation

GTE Gets Hard Boiled

Frank Miller's twisted tale of over-sensitive androids is making its way towards video game fame. **GTE Entertainment** plans to bring this action-packed and prestigious **Dark Horse** comic to life for the **Sony PlayStation**, **Sega Saturn**, and **PC**. Gamers take on the role of Norton, the star of **Hard Boiled**, as he seeks revenge on all of human kind. **Hard Boiled** is being developed by **Cryo Interactive Entertainment** of France. They've stated that the game is a hyper-paced flying/action title that places the player in seven completely different levels of apocalyptic racing. The objective is to run through the 7 levels of hell, defeat 125 enemies, and get your revenge on the boss. Sounds promising!



Fox Is Where It's At

Line-ups don't get much better than this. **Fox Interactive** plans to release 32-bit **PlayStation** versions of **The Tick**, **Aliens Vs. Predator**, and **Independence Day** (ID4) before the end of the year. ID4 will more than likely outshine the other titles just because of what its movie predecessor has done, but the other games sound like they could be winners too.

The Tick is the first video game spoof title which rips on gamers, basic programming, and the whole concept of vids. Kill a ninja and you'll receive a zillion points. Plus, it's rumored that **The Tick** actually has intellectual conversations with the 5-Up icon in the corner of the screen.

We haven't heard much on **Aliens Vs. Predator** and we're guessing that it will be like either the **SNES** action title or the **Atari Jaguar** first-person shooter. Once again, the game will be based on the **Dark Horse Comics** series and will feature user playability of both **Alien** and **Predator**.

Now the big one: **Independence Day** is going to be huge. Even if it turned out to be the worst game ever made, it will still sell well. We've actually gotten some hands-on play with this game, and it looks cool. So far all we can say is that some of the levels are chase plane fight aims with the city below and the swirling saucer above. Hopefully some ground combat will be added to the game; the aliens deserve more play than they had in the movie. ID4 should be released sometime this holiday season.

Ghost In The VCR

Ghost In The Shell is the only Japanese anime to make a theatrical release in the States, and now at long last it's on videocassette. It's as cyber punk as they come, and as twisted as any Terry Gilliam film. GI staffers Pixel and Q-Bart give it two thumbs up. Pick up your copy now.

Prepare for Interactive Madness

GTE Entertainment and **WildStorm Productions** have teamed up to bring PC gamers the first multi-player adventure/strategy CD-ROM that will use **gameplay** elements and characters to the story line of a monthly comic series. **GTE Entertainment** is tentatively calling this on-line monster **Siege**. Both the comic by **Jin Lee** (**WMACT'S**, Team 7) and the game are scheduled for an early '97 release. From what we've been led to believe, **Siege** will introduce the concept of episode updates that directly relate to what occurs in the comic series on a monthly basis. **Siege** is one of the first products that will herald the launch of **GTE Entertainment's** on-line network.



The Bird Returns

By now **The Crow City of Angels** has probably flown into your local theater. The original **Crow** is surely destined for cult classic status; its sequel (**City of Angels**) stars British actor **Vincent Perez** as the Crow and the aging musician **Lady Pop** as one of the villains. This film has also embarked into the world of merchandising. Look to see several **Crow** comic series popping up, a new rockin' soundtrack, and most noteworthy -- a **Sony PlayStation** title courtesy of **Acclaim Entertainment**.

The video game looks to be a 3D rock 'em sock 'em action title (kind of like **Double Dragon** or **Streets of Rage**). The graphics are extremely detailed and very comparable to **Resident Evil**. You can actually see the difference in skin tone and face paint. This game is still in early development, and we imagine that it will follow the movie fairly closely, but only time will tell. If you like the movie, then you might want to stick around and see how the game turns out.

Get Off Our Planet!

The alien invasion began in the theaters and now it's taking over the toy stores. Straight from the blockbuster motion picture **Independence Day** comes a new line of action figures. If you've been to a toy store lately, you've probably seen or heard the alien toys. The most impressive toy in this line is the **Alien Supreme Commander** who opens his head and belts out a horrendous scream at anyone who gets too close. **Twentieth Century Fox** and **Trendmasters** have also included a **PC** mini game in each of the eleven toys. Buy all the toys and you'll get the complete game, or download the entire game at **Trendmaster's** web page (www.trendmaster.com). The game is fairly short, extremely cheesy, and more often than not a nuisance to play; however, it is a stroke of marketing genius. See the flick, boot the disc, play with the toys, and throw down a substantial chunk of cash.



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[illegible]



Basketball Hall of Fame Honors EA Sports

Dateline: Springfield, Massachusetts

Greetings fellow viewers and welcome to the newest permanent addition to the **Basketball Hall of Fame**. That's right, along with the greatest players in basketball history, we now present to you the **EA Sports** wing, an interactive exhibit highlighting the growth of basketball video games. Begin with the early days of the **Commodore 64**, experience growing pains with the 8-bit **Nintendo**, then witness behind the scenes footage of motion capture methods and stats tracking for today's **PlayStation** titles.

Whether you're a video history buff or classic hoops enthusiast, let EA walk you down the long hard road of product development. Never ones to rest their own horn, EA must have struggled over the question of whether or not to include and honor other worthy basketball titles. In the end, it was their decision that the best and most touching way to express the emotional world of video basketball was to focus solely on the history of EA Sports' basketball titles. Play the games, watch the footage, become wowed by the technology. It's all part of this unique and exciting exhibit of video basketball past to present.



Executive Shake-Ups At Sega and Sony

Sega of America's (SOA) and **Sony Computer Entertainment America's (SCEA)** executives played a game of musical chairs with sweeping changes in their respective companies' upper management structures.

Sega announced that president and CEO **Tom Kalinske** will be leaving the company after six years of service with SOA. Kalinske will remain on SOA's board of directors and will be replaced by former Honda of America CEO, **Shoichiro Imaizumi**, who was appointed chairman and chief executive officer.

Sega also grabbed former SCEA vice-president **Bernard Stolar** and appointed him executive vice-president responsible for product development and third-party business. Stolar had similar responsibilities at Sony. This was a big move, in our opinion, as Sega has been vastly behind Sony as far as third-party product support is concerned.

SCEA's upper management was rocked not only by the resignation of Stolar, but also because executive vice-presidents **Jim White** and **Angelo Pizzoli** have been asked to leave the company. The two were responsible for sales and legal affairs respectively.

The reasons for these sudden and sweeping upper management changes are not clear, but one thing is for sure—the board room at Sega knows a lot of Sony's secrets, thanks to the defection of Stolar.

An Inside Look At PC Games

Harry Sylvie Entertainment gives us **Insider's Guide to PC Games**, a video buyer's guide meant to appeal to the home PC gaming market. It is split into categories including action/adventure, children's games, racing, sports, role-playing, war games, traditional games, and a "bonus" section about accessing the internet. Hosted by falling stars **Wil Wheaton** and **Rachel Parker**, the guide is a very poor attempt at creating an alternative to a store and talking to people, picking up a CD-ROM guide for upcoming games, checking things out on the internet, or (hmm...) picking up a magazine. Throughout the video they rarely show extensive gameplay and their commitment to a non-critical approach as their (previews is less useful than it is refreshing. A lot of the games aren't very new. Sorry folks, but everybody knows about Doom II. At around twenty dollars a pop, the "Insider's" Guide to PC Games falls flat on its face and is not a very cheap method of keeping up to date with the latest in the industry. You could get a year long subscription to a PC magazine for that kind of money (for a certain magazine with a humble but informative PC page...) Thinly veiled attempts at selling ourselves aside, there are much better ways to get info on PC games than simply watching a video. We recommend you consider some of the options mentioned above.



Why Geeks Are Cool

by "Geekster" Matt Alwood

The year is 1985, the innovative and almost mind boggling 8-bit Nintendo is going strong on the video game market. I am the first kid in my small home town of 800 people to own one. It was then that I knew I would have no problems claiming my throne as the coolest kid in school (booming echo)...

The thing I remember the most from that year (although I've tried to block it out) are a few hazy images of the Fruit of the Loom label on my underwear being all too readable, mostly because my underwear was pulled far over my head. I quickly found out that Underears were not an intelligent thing for an unpopular seventh-grader to wear (even if they were Batman).

So there I was, at the ripe old age of 12, scoffed at by all the "cool" people, picked on by the older kids, and branded as a "geek," all because I thought video games were much more important than actual human contact. Little did I know, 10 years later this title (full of negative connotations) would benefit me beyond my imagination.

It is now 1995 and I have attended the second annual Electronic Entertainment Expo (E3). The show was one of the most impressive I've attended; however, it wasn't the unreal video footage of *Virtua Fighter 3* or the impressive graphics and control of the game *NIGHTS* that blew me away. To put it bluntly, I was most impressed by the girls. Don't get me wrong, all of us guys are still as geeky as we always were, but now the girls...hell!

And it's guys like me, Reiner, Paul, Vinnie (who is now speeding his word in other parts of the world), Ryan, and the rest of the G.J. boys who are responsible for this monumental change...

For years I have considered myself and many of my colleagues, for lack of a better term, Evangelists. We come from a land far off and represent the legendary church of Geek. If you aren't familiar with this fast growing religion, it's based in the land of Geekalot and is one country west of Dorkdom. If you hit the Kingdom of Pretentious or Coolness, you've gone too far (way too far). For those ten long years we have made it our business to spread the word of Geek, and finally it has paid off. We are the ones driving the nice cars, getting the good looking girls (or guys if you are a shw/geek), and for the love of god we are getting invited to all the exclusive parties with all the "beautiful people."

Here are some guidelines to finding out if you've got what it takes to be a geek. If you can identify with three or more of the things mentioned below, you are on your way to a successful career as a geek:

- You spend much of your time in front of the television controlling fictional characters' actions while yelling "I am the Emperor!"
- Mismatched clothes, who needs them?
- Your favorite television show is animated.
- Bear shoes, can't live without 'em...
- You still have a pin-up poster of *Ravish Fawcett* hanging in your living room.
- Your favorite sport is *World Series Baseball* for the Sega Saturn...
- Sports cars are cool, but give me a '73 light brown Ford shodan wagon with childproof safety doors (the door handles are broken). Now those are babe magnets.
- Your nickname is something like...Andy the Game Dandy.

Hear me my geek brothers and sisters! It is time to rise up and fight the powers of coolness (or those who think they're cool). We shall destroy all that resist us (or at least make wacky jokes about them behind their backs). Gather up your pocket protectors, mechanical pencils, and your favorite game controller...the time for geeks is now!



Mutation
Nathan



Game Informer's Site of The Month



idolism Gamer's Society

<http://www.japonline.com/idolism>

A few months back we ran a site that featured sportsnewswehve.com. It and some other gamers then formed *idolism* Gamer's Society and the former sports site is long gone. The *idolism* site has really taken off.

VIDEO GAME



- 1 What was the first 16-bit home game system?
- 2 What company created Mega Man?
- 3 What was the name of the Pioneer Electronics machine that could play both TG-16 and Genesis games?
- 4 True or False? John Madden Football for Genesis features all the NFL teams.
- 5 What was the name of the ill-fated Atari 8-bit system?

(Answers on the bottom of page 26)



This SNES football game appeared on the shelves in 1992? What game is it?

(Answer on the bottom of page 28)



Game Shark Owners Listen Up

Here's a chance for owners of either the **PlayStation** or **Saturn Game Shark** to substantially upgrade their memory and code hacking capability without spending hundreds of dollars.

SATURN

This September, **Interact** will release the new Saturn Game Shark at a 20% discount (\$49.95). The new Saturn Game Shark will allow owners to play import games on their US consoles. That's right, the **Universal Translator** will automatically let you play Japanese games. However, owners of the current Saturn Shark need not fret. In order to play Japanese games with the current Shark, check out this month's Swap Shop where GI reveals all the secrets.

PLAYSTATION

PlayStation owners will benefit from the new PlayStation Shark as well. This fall, Interact will release their new **Comms Link**, an advanced accessory to be used in conjunction with a PC and Modem. Not only will the Comms Link transform any PC into a PSX code-hacking machine, but simply download the special Shark Update from <http://www.gameshark.com> and the Interact Memory Card will be upgraded to a Memory Card Plus!



Datotech Gives Customers the Finger

While necessity may be the mother of invention, love can also be a driving force behind the development of technology. **Seth McCloud** of **Datotech** sought to help his dyslexic wife interface with computers. This desire led him to invent the new **DatO Gesture** touchpad. Ever wonder how the characters of Star Trek can interface with those monster computers just by using a few fingers? Well, gesture technology is the translation of finger movements into computer input. Gestures combine the index finger as primary input with the thumb and middle finger as secondary indicators.

Datotech Systems Inc. (DSI) has entered into a three month contract with **Microsoft** in order to develop PC applications for their **Gesture Pad** in conjunction with DOS based systems. In September, DSI hopes to release its product as a peripheral in support of Windows NT and Windows 95 platforms.

The first up and running software application is **SpellSay** where the user manipulates finger gestures to interface with a speech synthesizer. Thus speech pathologists, doctors and educators can work with the gesture pad to build audible words and sentences in real time. The Gesture Pad is one example of technology that has sound business and entertainment potential, as well as for reaching humanitarian sensibilities.

Mad Catz Takes Control of the N64

For those who are breaking open their piggy banks this September, think about setting aside a few dollars for the new **Mad Catz Advanced Controller** and the **Mad Catz Analog Steering Wheel**. Analog seems to be the way to go this year, and Mad Catz is right on track with their **N64 Advanced Controller**. As with Nintendo's controller to be packaged with the N64, players may choose to play with either the analog joystick or the digital direction pad. However, the Advanced Controller now includes a turbo button for speedy game play, an option not offered with the standard **Nintendo 64** controller.

For another analog treat, driving fans will want to check out the new **Analog Steering Wheel**. The wheel itself will have a 270° range of rotation. Couple this with the two analog foot pads, 8 digital buttons and stick shift, and you've got one heck of a driving experience.

Mad Catz will launch their new controllers to coincide with the September 29th release of the N64. Look for further products from Mad Catz such as their much anticipated flight stick and 256k memory card.



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Video Game Trivia Answers:

- 1 The PC Engine by NEC Corporation
- 2 Capcom
- 3 In the *Luxor* (Released in 1993) it also plays laser discs and other CDs.
- 4 *Wipeout* only has 10 levels and does not have an N64 version.
- 5 The Atari 7800

Name That Game Answer:

It's *Star Play Area* by Nintendo. Probably the slowest playing board game ever.



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THEY TOOK
ALL YOUR
QUARTERS.**



BATTLEZONE



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GUNSHIP

A PC CLASSIC GOES PLAYSTATION

- Size: 1 CD-ROM
- Style: 1-Player Helicopter Combat Sim
- Special Features: 7 Helicopters, 12 Different Weapons to Choose From, Complex Difficulty Options, Memory Card Save Only
- Created by: Microprose
- Available: Now for the PlayStation

► THE BOTTOM LINE 7

Not nearly as much as (another snicker).



REIMER, THE RAGING GAMER

Concept: 6
Graphics: 6.5
Sound: 6.5
Playability: 5.5
Entertainment: 4.5

OVERALL: 5.5

Most console-based sims rely on combat strategy as the main gameplay factor. While Gunship emphasizes that, it never really lets the stick. All the tight maneuvers are in place, emerging from bits of weapons and vehicles to work thought out missions, but the gameplay is so complex it is not perfect. The helicopter dynamics are terrible, and the computer AI acts as a ghost. You never really know when you take a damage until you're dead. Gunship definitely had potential to be a great game, but failed in the end.



Taking an advanced flying machine like a combat helicopter and bringing it into a gaming environment in such a way that anyone could enjoy it has always been a hard task. Microprose brings us the latest venture into the dangers of chopper sim territory with a new version of Gunship. One of the most aggravating things about most helicopter games is the over-complexity of control. In real life, flying a helicopter is an extremely hard task and not at all fun when done true-to-life on a vid. Gunship solves this problem through a simplification of the controls, so it is not a hard game to learn.

Combat itself seems pretty realistic. There are a wide variety of enemies and you will find yourself needing to know a little about how real helicopter missions are flown. Flying low, for instance, makes you a much harder target for radar to get a lock on.

There are seven choppers, some of which you will only gain access to through promotions. These include the Apache Gunship, Longbow, AH-1W Super Cobra, AH-6 Defender, OH-58D Kiowa Warrior, the Blackhawk, and the newest kid on the block, the AH-68A Comanche. There are ten different kinds of rockets that you can equip in whatever configuration you want at the beginning of each mission. People who are not in the know about modern aircraft may find all of these choices a little overwhelming. Sim addicts and die hard chopper fans should definitely check it out.

PAUL, THE GAME PROFESSOR

Concept: 5.5
Graphics: 5.5
Sound: 5.5
Playability: 6.5
Entertainment: 6.5

OVERALL: 8.25

This is the first true flight simulator that has been introduced for the PlayStation. Other helicopter and flight games come nowhere close to offering the options and detail of this game. For the sake of realism, some of the controls are different and the experience takes occasional 20-year-olds to get used to. This is not a game you can get into without reading the manual, although the training missions help quite a bit. Enjoy simulators quite a bit and if you want a truly in-depth game, this is a top-notch gem.



It seems from the intro. This is what the graphics should be like.



This is the ground. You see a lot of it when flying at full speed.



How was I supposed to know Apaches don't float?



ANDY, THE GAME ROMER

Concept: 7
Graphics: 7.5
Sound: 6.5
Playability: 7.5
Entertainment: 7.5

OVERALL: 7.25

Compared to most, this game offers a lot of gameplay. The missions are long and the control is rather involved, however, you really have to want to play this game. If you don't, you'll just waste your money and buy a lot of too many buttons. But if you are willing to put in the time and master this game's nuances, you'll be in for a simulation treat.

ROBO PIT

Bring Back Robo!

Recall all your fond childhood memories of Mr. Potato Head and be prepared to be blown into the future of aped sculpting on the Sony PlayStation. Robo Pit is one of the most unique 32-bit titles to date, yet when broken down it's nothing more than various recycled gaming concepts lathered within a surrealistic 3D environment.

A first-time gamer would probably giggle at the cute potato-esque "make your own robot" concept, while the hard-core gamer would see the similarities to the Sega Genesis title *Cyborg Justice*. In many ways Robo Pit is very similar to this title, both feature the same sort of mech theme and both have the build-your-own-robot option. The difference comes in gameplay: *Cyborg Justice* turned out to be a generic 16-bit action/platform title, and Robo Pit is an impressive blend of head-to-head fighting and cage-style arena combat.

Robo Pit's gameplay consists of ideas and elements found within any modern day fighter as well as Namco's mech megalux *Cyber Sled*. Even though it's not as unique as you might think, Robo Pit does feature some of its own distinguishing traits. It's one of the first fighters to feature over one hundred opponents and twenty-plus weapons. The core design allows for weapons to be passed from character to character and the player can create as many playable characters as they desire.

In a nut shell, Robo Pit offers the gamer the same excitement found within a fighter. It's always one-on-one (versus computer, or split-screen, against a human opponent) and the main objective is to move your character from rank 99 to number 1. Customizing characters involves choosing the body, legs, weapons, and color. When choosing the weapons (the arms), you'll have to choose carefully. Some, like the Crossbow, allow for long-range projectile attacks, while others, like the sword, are only good when used in close-range physical combat. Always check and see what your opponent's abilities are before entering combat. If you have a stock house of weapons that you've taken from other opponents, then your goal is simple: Take down the bosses and go for the number one slot.

Robo Pit is in a league of its own. Whether or not it's all what it takes to sell to the majority of the gaming populace is still up in the air and in the hands of the GI review staff.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Arena Fighting
- **Special Features:** Customize Color and Body of Robo, Three Views, Over 100 Opponents, Five Bosses, 20 Plus Weapons, Memory Card Save
- **Created by:** Koolhaas Digital Studios and Aiken for THQ
- **Available:** Now for Sony PlayStation



Close encounter of the third kind.



Rank number seven and still climbing?

THE BOTTOM LINE 7

JOE, THE GREGG GEMER

Concept: 6.25 Robo Pit has a good concept but is lacking in actual play value. It is too easy to progress using just a shield and punch to light your special meter. That you can use it to inflict major damage on your opponent.

Playability: 7.25 Plus, the AI just isn't that good or should be a bit tougher to use (special attacks). Although it does get substantially harder as you progress, not that much changes.

Entertainment: 7.25 The game is obviously a spoof of the fighting game genre, but nothing worth getting excited about. It's inconsistent a little.

OVERALL:
7.5

REYEN, THE RAGING GEMER

Concept: 6.8 "THQ" took a step in the right direction with Robo Pit. Games don't get much more diverse than this and any gamer who's sick of the standard 32-bit fighters and action titles should get a kick out of it. The whole concept of working your way up to number one is what makes the title.

Playability: 6.25 The whole concept of working your way up to number one is what makes the title. The graphics could have been better and the bots definitely didn't need the big puffey eyeballs. Fortunately, somehow or other it manages to be very entertaining.

Entertainment: 6 This title may not have the same back and play the again and again feel to it, but it does satisfy the craving for something different.

OVERALL:
8

PAUL, THE GAME PROFESSOR

Concept: 7.8 I really like the concept of building the robots and changing the weapons. I find the wide variety of configurations and robot looks are what make this game very appealing. However, the bloody boring graphics and the slow play made me lose interest quickly. I also found the computer robots are pretty stupid. The only redeeming quality of the game is the two-player battle, but even that gets old quickly.

Playability: 6

Entertainment: 6

OVERALL:
5.5

Kain is Able

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ANDRETTI RACING

Mario & Family Return To Gamedom

Now Mario's new warrior is a car with few opponents.

Mario Andretti wears some racing Italian.

Also available on the split screen or via Link cable.

E A SPORTS has once again teamed with legend Mario Andretti to bring racing to 15+ Sony PlayStation. Like the game for the Sega Genesis, Mario Andretti Racing for the PS-X features both Stock and Indy car events (sorry, no more Sprint cars).

Like many of EA's new sports titles, Andretti Racing is brought to the player with a TV-style presentation. For Sports' James Brown and racing broadcast veterans Derek Daly and Bob Jenkins introduce each race and add commentary during the action. Also included is an Andretti Family interview section called the Racing School. Here you'll watch interviews with Michael, Jeff, and papa Mario on various racing topics.

Andretti Racing includes a total of 16 authentic tracks from around the world. All of these tracks can be accessed in an Exhibition Mode or played through the Career Mode. The Career Mode, which can be saved to a Memory Card, is the bread and butter of Andretti Racing. It is where you take on the role of a rookie driver and attempt to climb the points standing through an entire racing season. In either a Stock or Indy Car, you compete against familiar names like Geoff Bodine, Danny Sullivan, and of course the Andretti trio. As your career progresses (and if you're successful) you'll be offered the opportunity to race for new teams using improved cars.

Andretti Racing, with its killer graphics and realism, is gearing up to be a hit with racing fans everywhere. This is especially true if you play with a crowd, since the two-player split-screen and Live Mode allows for up to 16 players to compete once.

The field starts down the first straight.

You can give orders to the pit crew while you roll in.

The Indy Car is a bit hot on driving rules.

- Single CD ROM
- Single or 2-Player Racing (Up to 4-Players Via Sony Link)
- Realistic Commentary by Bob Jenkins & Derek Daly, 15 Tracks
- Stock & Indy Cars, Career Mode, Car Damage, 2 Racing Views, 2-Player Split Screen, 4 Adjustable Car Settings
- Sports
- Available September 8th for Sony PlayStation

RIDGE RACER REVOLUTION

What Do You Want?

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing
(2-Player With Sony Link)
- **Special Features:** 4 Standard
Cars + 11 Bonus Cars, New
Reunited Mirror, Memory Card
Save, 2 Racing Views,
Adjustable Soundtrack
- **Created by:** Namco Hometek
- **Available:** September for
Sony PlayStation

AIM, THE GAME HOUSE

"The best racing game ever, and it just got better. The new course is super and the turns and jumps are even crazier than before. A must-have for racing fans."

PAUL, THE GAME PROFESSOR

"RRR is not a whole lot different from the original, but the Link Mode really makes the game. This is a solid game, but it may be overshadowed by a number of others hitting the PS-X."

BRUCE, THE RACING GEEK

"Revolution is definitely an improvement over the original, however, some tracks are still overused."

JAN, THE GEEKY GEEK

"I love the extended play value, constantly comparing for best times and new cars. Once you defeat the powerside, RRR is about as real a racing simulation as you can get."

Last September the Sony PlayStation launched a powerhouse of a racing game in Ridge Racer. Now, a year later, Namco is back with their long-awaited sequel to one of the hottest racers on the PS-X. Ridge Racer Revolution was first covered in Game Informer back in February, and Namco finally got the word translated into mph so now American gamers can slam the pedal down and rip the powerside around the turns.

RRR features many of the same options and extras that were found in the first installment plus some additional goodies. One of the biggest changes found in RRR is the 2-player head-to-head mode. Now you and a racing comrade can compete against each other courtesy of the Sony Link cable. RRR features an all new track that extends and reverses as you progress. Three forward and backward track configurations can be played in normal race, time trial, or practice mode. The original Ridge Racer track can be played in the Link mode. Two new hidden cars, along with the black #66 car, can also be accessed by completing the entire game.

Just like the previous game, the key to success is perfecting the power slide. The quick turn and brake that is followed by a counter steer move with the directional is dreaded by novices and praised by true racing fanatics. If you have the skills, a revolution will be yours.



	Concept	Audio	Play	Interior	Joe
Concept:	8	9	8.5	8.5	
Graphics:	8.25	9	8	8.25	
Sound:	8.5	8.25	8.75	8	
Playability:	8.5	8.8	8	8.25	
Entertainment:	8.8	8.8	7.25	8.25	
Overall:	8.8	9	8.5	8.75	

► THE BOTTOM LINE **9**

NICE PUNCH.

Unfortunately, he has an iron jaw
(and a rocket launcher).

Welcome to

ROBO PIT



- Build your own custom robots!
- Hundreds of deadly weapon combinations!
- Beat 100 robotic killers to challenge goal!
- Intense split-screen mode for 2-Player head-to-head battles!



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NCAA GAMEBREAKER™

FOOTBALL

Break the Game Wide Open

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Football Game, 8 Players with Sony Multi-Tap
- **Style:** 1 to 2-Player Football Game, 8 Players with Sony Multi-Tap
- **Style:** 1 to 2-Player Football Game, 8 Players with Sony Multi-Tap
- **Special Features:** 110 College Teams, 3 Difficulty Levels, Over 400 Real College Plays, Exhibition, Tournament and Bowl Modes, Special Moves for Defensive Line, Players with GameBreaker Potential
- **Created by:** Sony Computer Entertainment
- **Available:** October for Sony PlayStation

Ever since Sony unleashed their monster of a football game last fall, football fans have asked, "How can it get any better?" Well, Sony may have just broken the game wide open. NCAA GameBreaker takes the best of the original (GameDay), and adds plenty of new excitement. With the college football season now well underway, Sony expects GameDay to capture the hearts of those who wish the sport in its purest form. Listen to the fight songs, get your uniform muddied up, run the option every down. That's what college ball is all about. Now let's see if Sony has what it takes to compete.

All the basic GameDay elements appear to be here. In terms of offensive control, players can still handle, drive, spin and stiff arm. A nice option has been added in the lateral. At any point the ball carrier may lateral to a teammate seeking for some long exciting plays and a few fumbling mishaps (since Paul is strictly a "Pro Player," he had some trouble with this new college feature!). In terms of defense, players can still dive, tackle, jump, swim and shiver.

The play calling remains true to college form. With a main emphasis against the Wish Bone and Power I, defensive formations include the 4-4, Eagle, and 50. A full range of blitzes, unblitzes and reads can be chosen to offset such offensive wonders as the Bear Pitch, Half Back Option and Double Swing. The correct defense matters, as it's be easy to get burned to the outside.

As for the play modes, GameBreaker offers three difficulty levels and three game speeds (a helpful option for learning new plays or formations). Game modes offer a break from the traditional college polling system and they include Exhibition, Season with Bowl games, Season with playoff tournament, and the National Championship game.

Of special note is the AI programmed into each team's star players. These players are highlighted in yellow during selection, and each possesses special skills. Although you can't always go to them, choose the right play at the right time and they will reveal their game-breaking ability. Concentrate your efforts and strategies on these few select players, and you too will be able to break the game wide open.

Our own Andy claims this pre-snap receiver screen was his suggestion to Sony.

They're ready for the kickoff.

Will he correct his option?

Though the weather may change, the game remains the same.

The old single back set.

Looks like a zero catch...

...if not for that tough Nebraska secondary.

Classic college playbook

BLACK DAWN



Destroy the white blimps for missile power-ups.



- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Helicopter Combat
- **Special Features:** 8 Different LZs, Multiple Missions Within Each LZ, 4 Cockpit Views, True Flight and Helicopter Modes
- **Created by:** Black Ops for Virgin Interactive
- **Available:** This Fall for Sony PlayStation



Protect that convoy.



More comes a hostage.



Get that missile for a power-up.

All right copter jockeys, rise to greet the day because here's a game that's sophisticated enough to appeal to flight sim fans while being playable enough to appease those who enjoy great action combat games. *Black Dawn* takes the best of both of these worlds and melds them into one heck of a shoot 'em up action thriller.

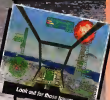
As a chopper pilot you'll be given eight landing zone options. These LZ's span the globe from Central Park in New York City to a convoy in the Indian Ocean. Sometimes your enemies will be crack gangs in L.A., radar outposts in Antarctica, or terrorists nestled deep in the heart of an Asian jungle. There are eight landing zones in all, and seven of the eight are comprised of approximately six different missions. Inside New York City you'll have to battle your way through a group of hostages, wait as they climb aboard, then scuffle them off to safety. In Antarctica it will be your job to airdrop a crack team of Navy Seals, then create a diversion while the Seals carry out their mission of sabotage. One of the eight landing zones is a power-up mission where you'll have sixty seconds to grab as many weapons and as much ammo as you can. Use this mission again and again to max out your arsenal.

The combat sequences are fast and furious, demanding precision flying, ground strafing and surgical nuclear attacks. Three difficulty levels create a wide palette of appeal—experts can even choose "flight mode." In flight mode the gold sights will not act independently of the flight path, making ground targets and high speed flying quite difficult.

With minimum pixelation and only occasional polygon peeping, long distance targeting is an essential part of the game. Use missiles for long distance, Nap Bombs for large structures and Rockets for the ground strafing of convoys and tanks. With so much to offer in terms of missions and scenarios, *Black Dawn* is certainly worth getting out of bed for.



There's an armor power-up.



Look out for those towers.



These tanks are your objective.



The 3D rear perspective view.

MORE BANG FOR YOUR BUCK



YES, YOU ACTUALLY LANDED OVER A STRAMPER BY DUMPMSTERS.

DIE HARD TRILOGY

- Slot: 1 CD-ROM
- Style: 1-Player Action/Shooting/Driving
- Special Features: 3 Styles of Gameplay, Multiple Weapons, Memory Card Save, Hostage Saving, and a Gore Meter
- Created by: Probe Entertainment for Fox Interactive
- Available: Now for Sony PlayStation



I got one hand in my pocket and the other is slapping a terrorist. Fox Interactive and Probe Entertainment have teamed up to bring back the non-stop thrill ride of the three Die Hard films and convert them into a user-friendly video game extravaganza for the Sony PlayStation. All three games are packed into one disc, thus the motto "more bang for your buck" comes into play. Each game, Die Hard, Die Harder, and With a Vengeance are designed differently from each other, and will surely hook more than one gaming audience.

Die Hard takes you well into the confines of the Nakatomi Plaza as you, John McClane, try to save unarmed innocent hostages from the wrath of evil. All the action is brought to life through the magic of a 3rd-person chase plane view and a handful of immensely powerful artillery.

Die Hard 2: Die Harder supports the Sony Mouse along

with the Konami Hyperblaster gun for better targeting and a more realistic hands-on feel of gun toting. All the terrorist poppin' action takes place in the Washington/Dulles Airport in a first-person shooter view. Multiple weapons like the rocket launcher and shotgun are available for use if you can find them.

Die Hard: With a Vengeance closes out the Die Hard Trilogy with a race against the clock. Timed bombs have been set to detonate all across New York, and it's up to you and your trusty vehicle to deactivate them. Three views bring the insane pedestrian smacking, car bashing, bomb deactivating action into full context for gamers. Beat the clock before it's too late. It's not often that a three games in one opportunity arises. Fox Interactive has given PlayStation owners an offer they can't refuse. Die Hard Trilogy will surely make gamers scream Yippee-Ki-Yay!

SAVE THE HOSTAGES.



TWO TERRORISTS AT TWELVE O'CLOCK!

DIE HARD



Only the smartest of players will make it out of the Nakatomi Plaza alive. Twenty levels of terrorist mayhem are spread throughout the building. As you proceed through the levels you'll be confronted with a handful of tasks. Number one: Save the hostages. Number two: Defeat all of the terrorists. Number three: Deactivate the bomb. While completing the goals you're also going to want to watch out for your own butt. Take too many shots to the head and you will surely die.

HINTS: Be a sniper. Hide behind walls and expose only your gun arm. Terrorist pickings will be easy as pie with this technique. Also, always keep a close eye on your map and locate and rescue the hostages first.

THE BOMB'S ACTIVE... FIND IT AND DEACTIVATE IT!

DIE HARD 2: DIE HARDER

Getting used to the control may be kind of tricky at first, but don't fret, the ammo is unlimited and the power-ups are bountiful. Once again, the objective is nothing short of pure mayhem. Luckily, you don't have to kill all of the terrorists on each level. The main goal is survival. Live through the five massive levels and you'll be announced as the king of dying hard.

HINTS: Shoot everything that can be shot (except hostages). More times than none, ceiling tiles, pop machines, and counter tops hold power-ups and new weapons. Dropping the ceiling tiles is also a good way of making a killing on death tolls.

MAYBE THAT WASN'T THE BEST SPOT TO USE A GRENADE.



THAT'S A LUMP BOMB ALL RIGHT.

DIE HARD : WITH A VENGEANCE

This is the big finale, and it's probably the most gruesome video game sequence ever made. Imagine going seventy mph through the crowded streets of New York. It happens here. The main goal is quick bomb deactivation. Sometimes it's in a simple phone booth and other times it's stored in the trunk of a moving vehicle. Beat the clock and you'll save millions of lives.

HINTS: Always keep your eyes peeled for power-ups and ambulances. The power-ups usually hint toward which way to go, and the ambulances will pretty much clear the way to the bomb. When chasing a Bomb Car always stay behind it; you'll never hit it from the front or side.

INCOMING!



THE AMBULANCE WILL CLEAR YOUR BEST STREET FOR YOU.

▶ THE BOTTOM LINE 8.75

ANDY, THE GARY MONROE

Concept: 8.75 "Surprisingly, Die Hard Trilogy is a very entertaining game. It's basically pure action in all three modes. Plus the graphics, sound and voice-overs are awesome. The play control is a little rusty at times. You sit in front of the TV, choose your gaming passion, and then blast away. You get the high score, maybe you don't. Either way, you'll play this game again and again."

Graphics: 8
Sound: 8
Playability: 8
Entertainment: 8.25

OVERALL 8.75

REIMER, THE MADISON GAMER

Concept: 8.75 "I had my doubts at first, but for interactive pulled through and made all three games very entertaining. I can't believe how gruesome With a Vengeance is, I actually feel nervous for the innocent people I run down with my star cab. Die Harder is the weak link out of the three, just like the movies - it's just kind of confusing. The control on the action and driving levels is superb. The techniques of evasion and escape are very true to their form. Don't be worried about the games being a little short, they're not. Each one acts and feels like an original film."

Graphics: 8
Sound: 8.25
Playability: 8
Entertainment: 8.25

OVERALL 8.75

JON, THE GREASY GAMER

Concept: 8.25 "Three games in one. For how fairly stable it is, the driving sequence is great, although it's a little too easy to control the car and avoid objects."

Graphics: 8.5
Sound: 8
Playability: 8
Entertainment: 8.25

OVERALL 8.5

Battle of the Gridiron Greats

Madden 97



Score 20 Minutes for in-depth analysis

Saturn

No other sport on earth resembles American football. Born out of basic military strategy, a successful team must balance a strong attack strategy with a sound defensive plan. Each play is a small battle in a larger campaign. Each campaign a part of an even larger war. Field artillery are your receivers; special forces are your linebackers, fullbacks your tanks. And of course, the greatest part of football - the front line, the trenches, the constant battle and struggle for power where guards and tackles and centers engage hand to hand, fox hole to fox hole in endless pursuit of the ultimate prize. Who better to speak for this sport than the ultimate fan himself - John Madden?

Since his early years in football, during his glory days as coach of the Raiders, and through today as the ultimate authority in football, John Madden has become a symbol of the game. Likewise, Madden Football by EA Sports has always been the one to beat.

What sets Madden '97 apart from most other football games is the "feel," that indescribable brilliance that brings players inside the simulation. Listen to Madden's play by play and pre-game comments; watch as players grunt and hurl themselves about the gridiron; marvel at the in-depth AI and variety of real NFL plays. This is what sports simulation is all about!

Madden for both the PS-X and Saturn uses all the latest available technology. Motion capture has given players life-like moves, while all 30 NFL stadiums have been beautifully rendered in 3D. Last minute free-agent updates assure accurate team rosters just as the actual NFL schedule allows full week by week simulation.



- Size: 1 CD-ROM
- Style: 1 to 8-Player Football Game
- Special Features: Over 100 Current, Super Bowl, All-Time and Super Teams, Blitz Tracking, Full Season (with Performance Based Pro Bowl), Tournament and Exhibition Modes, Trade and Growth Players, Multiple Penalty and Difficulty Settings
- Created by: EA Sports
- Available: Late September for Sony PlayStation and Sega Saturn



Follow that wedge



The Pockie cornerback gets burned



Quinn gets an early jump on the competition



Stacey in double form at the two-point



The rare post-safety free kick



All down in the end zone



This end of Belle High Stadium makes for tough kicking.



An old too familiar sight here at GI headquarters.



The classic Madden playbook.



Kelly makes a last minute adjustment.



Bobby Sanders dives for extra yardage.

PlayStation

Of course, this game is defined by multi-player. We've played a number of games here at Game Informer headquarters. Each game came right down to the wire and attracted a small crowd of spirited spectators. However, it was no surprise that the Bills pulled it out every time!

As for gameplay, Madden '97 boasts over 300 plays (actually 150 plays that can be "flipped"). Most of the plays can be found on the old 16-bit Madden carts, but there are a few surprises as well as some new clock control plays. When playing against human opponents, it's essential to use the "bluff" mode in order to hide the play call windows.

Numerous other features will appeal to sports enthusiasts. Seasonal play offers most of these options in the form of a salary cap rule, trades, free agent sign and create player modes. A Pro Bowl (based on a full season of stats), injuries, penalty levels, skill levels and substitutions all add to this hoard of features.

Basic options are also numerous. Choose from multiple camera angles, controller configurations, Hall of Fame records tracking, stadium, weather conditions and quarter length. Along with all the NFL teams, Madden '97 offers 67 classic teams of the past, 5 All-Madden teams, as well as hidden teams (look for codes in upcoming issues of Game Informer).

All in all Madden '97 is about as good as it gets. The Saturn and PS-X versions appear to be nearly identical. Of course we'll have to wait to see how the game stacks up against the competition. Although Madden will surely make it to the Super Bowl, the championship trophy of electronic sports is anyone's game.



Rodney Hampton somehow breaks free.



Some would call that taunting.



A tough catch.

Saturn



WARRIOR'S NIGHTMARES?

PlayStation



As the latest addition to the legacy of Street Fighter games, Street Fighter Alpha 2 should please fans of all the old titles. Capcom has stuck with their policy of adding new characters and moves without drastically altering the play-style of Street-Fighter. The version we have is very early, and not all the characters are available for play, but one of the new characters, Sakura, should become a favorite. She's yet another Ryu-esque character with a lot more speed but less damaging moves.

People who missed some of the older favorites like Zangief and Dhalsim will be happy to know that these and other classic characters have been added. The graphics are very similar to Alpha 1's, but they seem just a tad more crisp with more attractive backgrounds.

It's hard to find a lot to say about Alpha 2 at this point. We know there are new combos (and combo systems) and even new moves for older characters, but aside from this, it looks like more of the same gameplay with an extended variety of toys to play with. People who have been happy with the paved road that

Street Fighter sequels have taken up to this point will not be disappointed by Street Fighter Alpha 2. ■

- **Star 1 CD-ROM**
- **System 1 or 3-Player Head-To-Head Tournament Fighter**
- **Special Features:** 15 Fighters including all Characters from Alpha 1 Plus Original and Classic Characters from the Past, New Combos, New Moves for Old Characters, New Backgrounds
- **Created by:** Capcom
- **Available:** Nowhere for Saturn and PlayStation

BOTTOM OF THE 9TH



NOW THAT'S A DECENT BALL GAME...

- Size: 1 CD-ROM
- Style: 1 or 2-Player Baseball
- Special Features: 700 MLB Players (based on 1995 season); Training Mode; Stadium Select; Play-by-Play Announcer
- Created by: Konami
- Available: Now for Saturn



Bottom of the 9th for Saturn is yet another successful conversion from PlayStation. Nothing is all that new and nothing is lost. The gameplay factor, which was the PlayStation version's greatest strength, was not compromised and the game is still a good time for baseball fans. We thought the hitting and pitching methods of control were pretty revolutionary and entertaining as well. Newcomers to the game will probably appreciate some of the niftier perks like the training mode, the large number of fully stat-laden players (actual pros from MLB), and the stadium select. The training mode is really useful for learning your way around the controls and for teaching kooky sport gamers like Erik a thing or two about how to play baseball. It covers batting, pitching, running, and fielding. The polygon graphics, announcer's play-by-play comments, and the background sound effects are all pretty sharp and lend a great deal towards the game's sense of realism.

While it may have stiff competition in the form of World Series Baseball, Bottom of the 9th may find appeal with people who like the idea of a pitching and batting style that is more about control and coordination than just timing. The innovative pitching and batting interface makes for unparalleled two-player action. Look for Bottom of the 9th coming to Saturn in the near future.





Another Worthy Contender

Ever since Bruce Jenner capped his career with a giant appearance on *Wheeler's* boxes across the nation, children have dreamed of becoming a Decathlete. The most demanding of all Olympic events, a successful Decathlete must be equally able to jump, run and throw whilst competing for a full two days.

Now you too can be a Decathlete. Just plug in this new title from Sega and join in the Olympic hype. Compete in 10 traditional events. At first, you might want to try the practice mode to help fine tune your skills. Practice mode will likewise illustrate the strengths and weaknesses of each individual character. After leaving the practice ground, enter into a formal decathlon, or for a real challenge, select the arcade mode in which you'll have to qualify for each event in order to advance.

As for the longer running events, Sega has programmed in a star timer meter instead of your finger, failing off, use strategy in order to pace yourself within the pack, all the time waiting to make your move. Long jump, high jump, discus, shot-put and javelin combine speed with timing. Pole-vault will demand a few special skills, whilst the 110 meter hurdles. Most events have an optimum angle of trajectory, but this might change with each character. The polygon graphics and exciting backgrounds provide good visual appeal, and tracking of world records ensures an informed play value. Depending upon character selection, objectives might include individual records or overall scores.

Once every four years the world is treated to a tradition dating back to the time of ancient Greece. Likewise, we see how each Olympics gives birth to a herd of video simulations. Decathlete is a likely contender in this four-year competition as a solid step towards bringing Olympic excitement to your Saturn console.

That's close to a world record.



The leader of the pack.



The optimum angle is 45°.



- Size: 1 CD-ROM
- Style: 1 to 2-Player Track and Field
- Special Features: Practice, Arcade and Decathlon Modes, Hall of Fame Records Tracking, 7 Character Athletes, 4 Difficulty Settings
- Created by: Sega Sports
- Available: Now for Saturn

► THE BOTTOM LINE 7.25

PAUL, THE GAME PROFISSIONER

- Concept:** 5 "This game came out of nowhere, out of a race for those who want to give their controller some abuse. Although the concept is rather dumb, Decathlete's game looks fantastic with characters that look like they belong in WJ2. The decathlon events are a good start to a game that seems to need a little more variation. The track events get old fast, but some of the field games are fun to try over and over. Even though the game has four difficulty settings, it doesn't have much replay because it only supports two-player and the events are not that diverse."
- Graphics:** 6.5
- Sound:** 7
- Playability:** 7
- Entertainment:** 6

OVERALL:
6.75

REINER, THE RAGING GAMER

- Concept:** 7.25 "Decathlete is yet another little surprise from the people at Sega. Graphics: 6.5 Olympic titles are beautiful nowadays, and it's fairly hard to choose which one is best. Decathlete is easy to pick, unlike the others, since its mostly arcade based. The game moves along quite quickly and the polygon graphics are phenomenal. Unfortunately, like most Olympic titles, this one grows tiresome all too quickly. A rental, but nothing more."
- Sound:** 7.5
- Playability:** 7.25
- Entertainment:** 6.75

OVERALL:
7.75

JON, THE GREEDY GAMER

- Concept:** 7.25 "I was a huge fan of Konami's original arcade Track and Field, but Decathlete was kind of a let down. Despite the good job making running events exciting through a slanted meter and positioning the jumping events just weren't that fun. I could see getting together with a bunch of people to play, but it's only 2-player max. The jumping and throwing events are challenging, but if you buy this game, you'll only play it once every four years."
- Graphics:** 6
- Sound:** 7
- Playability:** 7.75
- Entertainment:** 7.75

OVERALL:
7.5

FIGHTING VIPERS

Close Encounters of the Coin-Op Kind

■ Size: 1 CD-ROM

■ Style: 1 or 2-Player
Head-to-Head Tournament
Fighting

■ Special Features: Cage Fighting,
Playback Mode, Big Hit Instant
Replays, Link Combos, Training
Mode

■ Created by: AM3 for Sega

■ Available: November
for Sega Saturn

Whatever your groupiepy told you about fighters is now old news.

From one gaming generation of fighters to the next, the basic fundamentals have stayed the same, but the overall concept of the fusion has taken off into a whole new, explored world. Resorted to this world is futile, and as long as there is a fighter, there will always be a close encounter of the coin-op kind. While we may not be exactly sure what the game will spend our lives in, we know to figure it out: The lot of leading fighter comes out of the play of Sega.

Live game is Fighting Vipers, or as we like to call it, ever here at Game Informer—Vipers is here in a box.

Fighting Vipers is a game that which can virtually be compared to other fighters in the genre. Segas first party only released continues to fight the first Sega Saturn must be at the top of the page, and game.

The basic concept and gameplay are most identical to Virtua Fighter. The difference between the two is that one of them is a break down. Fighting Vipers features two combatants bashing each other in the center of a cage arena. Like any other, special moves, combos, and multiple game modes are available. At the end of a bout, you can go to the opposite side and then fly through the center of the cage and into the world outside world. There that, finishing move!

Other bonus that include a body meter that tracks the amount of damage a player takes on. Example: If a player is hit enough in the torso, the meter will change from green (full) to black (dead). As this happens, the player's energy bar will change to yellow and red. Damage will be landed on blow. You will also find some small water eggs like the big hit reply which instantly goes into a state once a massive blow is landed and the Player's Meter receives your best move into memory so it can be used again and again.

Besides being an entry of its own, the Vipers is also a stepping stone for the release of Virtua Fighter 3. Sega and AM3 plan to incorporate the same game into VFB3 and some of the gameplay too, like the wall bouncing will be included. Basically, if you want to be a god at VFB, you're going to want to master Fighting Vipers first.

PLAYER SELECT

NAME	MINOR
AGE	20
SEX	MALE
WEIGHT	150 LB
HEIGHT	5'8"
SPECIALTY	GRAPPLER

Can you find out how to activate the base?

This kick can easily be countered with a solid jab.

Round house misses. Uggghh!

The stars glow.

Ray is go! Has knocked that guy right through the steel cage!

NIGHTS

into dreams...

Breaking the 32-Bit Barrier

- **32-bit 1 CD-ROM**
- **Style:** 1-Player Action/Adventure (2-Player Versus Game)
- **Special Features:** Compatible With Sega's Analog Controller, Two-Player Characters With Separate Missions, 360° Gameplay On The Ground, Secret Paths
- **Created by:** Sonic Team for Sega
- **Available:** November for Sega Saturn

► **THE BOTTOM LINE** 8.5

We have living, breathing stars! Grip the Dream Dio and conquer this dire level!



CLARIS



Who is the real one-on-one champion?



When comparing first and second generation software on the 32-bit console machines, it's obvious that Sega has made the biggest jump into the future of gaming with their next wave of first-party console titles. The most recognizable of these, for the moment, is NIGHTS. Some have compared this break thru title to Super Mario 64, and others have stated that, graphically, it's one step ahead of anything on the market.

Creator YUJI NAKA (whose earlier fame comes from the Sonic and Fantasy Star series), has once again ignited the ferocious aggression in gaming that Sega has always been praised for. Yuji Naka's surrealistic imagination is the fuel that will draw people in to at least take a look at what NIGHTS has to offer. He delivered revolutionary gameplay with Sonic, and now with NIGHTS he's taking action games to the next level of evolution. NIGHTS delivers a gaming experience like no other with an unsurpassed graphical interface and two fields of play.

Like most Hollywood action movies, video games don't need a constant story to be entertaining. In NIGHTS's case, the intro is the only plot and character development featured until the climatic resolve in the ending. Basically, that's all you need. NIGHTS is a story about two children - Claris and Elliot - and their ability to overcome and topple the worst nightmares possible. With this rare courage, they have been chosen by the great dream god to protect and save the Dreamworld from a deadly new entity who is slowly but surely taking over the dream realm. Enter the controller jockey. In order to beat NIGHTS you'll have to conquer both Elliot's and Claris's dream stages.

The two planes of gameplay are divided into walking and flying. While the walking play is limited and mostly used when death is near, it is the best way to explore the terrain and find secrets and hidden items. The flying, which consumes almost all the gameplay, is NOT open to complete exploration. Players are put on a track which is nothing like a roller coaster, but more of a side scrolling action platform view which freely moves in and out throughout the 3D terrain. While



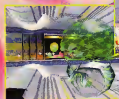
exploring a track and when reaching a certain point within one, the camera view will change, rotate, or zoom in and out to show off an objective, a destination, or just confuse the gamer to make NIGHTS seem more mystical. Each level consists of one action/adventure stage followed by a boss stage. If the boss stage is not conquered, you'll be condemned to repeat the action/adventure stage again.

Most of the stages take place in outdoor scenarios, but sometimes large catcombs and castles are open to exploration. Most of the hype around NIGHTS is devoted to its environment interaction. Thus water, wind, and other climatic effects interfere with the player's dominant control. Also, players can swing from branches, luge down an icy terrain, and grab and throw items and enemies.

NIGHTS is the first title which is compatible with Sega's analog controller. The controller makes flying easier just like a joystick does for sim games. NIGHTS will retail in two packages, one packed with the controller for \$69.99, while both the game and controller will retail separately for \$49.99. If NIGHTS is just a foreshadowing of what's to come for Sega Saturn's software, then you can guarantee that it's going to be a fun ride!



Free NIGHTS!



Can you say CRAZY??



Fly through the loops, and you'll receive points toward your level grade A-F.



ELLIOT



ANDY, THE GEEK MONDRIE

Concept: 8.25
Graphics: 8.25
Sound: 8.75
Playability: 7
Entertainment: 7

OVERALL:
8.25

"This game makes me happy! You go around and around in circles and collect bits to do well, you fly off to fight a boss, like that! First off, I have no problems with the game. It's too easy, and it's confusing when you have to start over from the beginning because you run into a clock. Luckily, there are a number of good things to say about NIGHTS. The graphics are great, and the time attack style levels add to the uniqueness of this title. Overall, NIGHTS is a good title that is fairly original, but I sure couldn't say it was great."

REVIEWS, THE RACING QUEEN

Concept: 8.25
Graphics: 8.5
Sound: 8.25
Playability: 8.5
Entertainment: 8

OVERALL:
8.5

"NIGHTS is a good game to say the least. It's long and the type of being just-eye candy and offers the player a new type of gaming. The concept of being in a dream world is fairly strong and the character doesn't react as much as the others do. The action is enough to draw me into the action. The enjoyment in NIGHTS comes solely from flying around. It was fun to run at unbreakable speeds in Sonic, and now with NIGHTS, it's fun to zoom around in 3D. NIGHTS isn't the revolutionary 3D-bit title that everyone was expecting, but it is a step in the right direction for the Saturn."

Pete, The Game Professional

Concept: 8.2
Graphics: 8.5
Sound: 8
Playability: 8
Entertainment: 8.75

OVERALL:
9

"You really had to compare this game to everything because there is nothing else like it. The graphic effects are a tribute to the power of the Saturn. The beautiful music, shading and texture mapping effects make NIGHTS shine. Although the game keeps you on a path when flying, there are plenty of secrets and bonus areas to discover. Without me knowing the game is fairly short, and the bosses don't offer much of a challenge. The analog package that includes the controller and game is the way to go. Let's just hope there will be more than a handful of games that will use it."

NHL POWERPLAY '96

You've Got the Power...Now Play!

Maybe you've been unhappy with your hockey games for many reasons: lack of realism, shoddy defense, excessive scoring. You're not alone. Perhaps the most popular sports to video translation, recent hockey games have each tended to possess some or all of these flaws. But times have changed. Virgin, in conjunction with Bizarre Creation, is offering a respectable solution to some of these problems.

NHL Powerplay '96 is chock full of features. To begin with, the developers have worked closely with live NHL footage to capture more than just true motion skating and passing. Players make subtle adjustments as each play builds. There is a button devoted solely to skating backwards (perhaps the most important improvement over other hockey games). In addition, certain moves and skating styles have also been captured, adding a sense of fluidity and realism not found in other simulations.

Another unique feature is the coaching options. With fully updated stats, each team has their own style of play. This can all be changed depending upon game situation, opponent, injuries, etc. Offensive strategies include three break-out styles (slow, normal and fast) and three styles of zone play (dump and chase, carry in and pinching defensemen). Defensive options include three types of forechecking (protect lead, normal forechecking and aggressive forecheck) with another three styles of zone play (zone, man to man, and intimidation). The differences are noticeable, and become more important in late-game situations.

Up to six players can compete in exhibition, league or world tournament modes. The world tournament mode offers another 16 fully adapted teams. Within the world tournament, NHL players can be found on their national teams. That's right, Mogilny, Fedorov and Bure are back to the Red Army as one of the most powerful lines in international history. They have the power; so do you. Now isn't it time you played?



Use the classic table-top hockey to learn different styles of play.



Press the shoulder button to view players by name.



The result of a vicious hip check.



- **Star:** 1 CD-ROM
- **Style:** 1 to 8-Player Hockey Game
- **Special Features:** New World Tournament Mode, Coaching Options, Match Closure Animations, Game of Backwards Skating, Full NHL '96 License
- **Created by:** Radical Entertainment for Virgin Interactive
- **Available:** Now for Saturn
- **14th Quarter for Sony PlayStation**

ANDY, THE GAME MONSTER

Concept: 8 "As with any Sports game, the real test is how well it plays multi-players."

Graphics: 8.5 "Luckily, Powerplay passes the test with flying colors. The control is very fluid and the graphics are well done. As a matter of fact it reminds me a lot of EA's NHL series on the 16-bit (with better graphics, of course)."

Playability: 8.75 "However, this game is not without its little quirks. It's a bit slow, there's no right-click mode, and the computer AI still needs a little work, but overall this game is a superb first generation hockey product."

Entertainment: 8.75

OVERALL: **8.5**

JOE, THE GAMES GUY

Concept: 7.75 "Powerplay takes a lot of what I liked from EA Hockey, but also has a few evolving features. I miss the quick burst of speed because checking is quite difficult. Role checking is important, but it's too difficult to make contact with your stick. A helpful feature is the backwards skate button. This allows your defender to get into position quickly without being in skating line. The play is smooth and exciting with only sparse examples of hockey impossibilities. The world tournament is key. By far the best feature is the coaching styles that make a huge difference in late-game situations."

Graphics: 8.5

Sound: 7.25

Playability: 8.25

Entertainment: 8.5

OVERALL: **8**

PAUL, THE GAME PROGRESSOR

Concept: 8 "Anyone looking for a good hockey game for the Saturn should look no further than Powerplay. Although there is only one playing team, the graphics are fantastic. The checking animations are a prime example of the excellent work that Radical did with this game. I found that the teams were a bit slowly balanced as far as skill ratings, and the addition of international teams was a nice touch. The graphics was a little slower than I expected, but the number of rows and checking strategy more than make up for that minor gripe. No doubt, this is the hockey for Saturn."

Graphics: 8.5

Sound: 8.75

Playability: 8.75

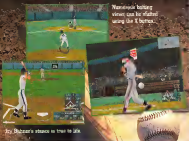
Entertainment: 8.75

OVERALL: **8.75**

► THE BOTTOM LINE **8.5**

30 Crystal Dynamics' First Baseball Effort

BASEBALL



Meanwhile, batting vines can be shifted using the X button.

Jay Buzza's stance is true to life.

Crystal Dynamics has been developing 30 Baseball for quite some time. The progress, although very slow, has begun to show great promise with the appearance of a playable demo at the Game Informer office.

The first thing that you notice about the game is the incredibly realistic looking batter and fielder animations. The polygons and texture mapped characters step to the plate dipping in their caps, swinging the bat loudly as they wait for the incoming pitch. It is clear that Crystal Dynamics has spent long hours with the motion capture of hundreds of different batting stances and other player moves.

The play control is shaping up very nicely and is based on the standard controls found in most baseball games. Picking is smooth as the camera view pans upward to help you spot the cursor mark that shows where the ball will land. A wealth of options such as instant replay, season statistics tracking, and fielder positioning will please the simulation fans.

It is hard to give a definitive answer regarding the release date of 30 Baseball, as Crystal Dynamics is now shopping for a publisher. However, the graphics aimed with the snappy commentary of Vin Earl Wright should make this game a sure-fire seller for any game publisher.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Commentary by Vin Earl Wright, Realistic Motion Capture Animation, MLB Players, Multiple Playing Views, Exhibition and Pinpoint Match Play Modes
- **Created by:** Crystal Dynamics
- **Available:** Who Knows When for Sega Saturn



He hits a rope down the line.

VIRTUA COP 2

Dirty Harry Would Have a Nervous Breakdown

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Gun Game Shooter
- **Special Features:** Gun Adjust Mode, Lots of People to Kill, Specific Hit Locations, Improved Movement Environment
- **Created by:** Sega
- **Available:** November for Sega Saturn



The driving scene is great!

Sigh... pretty civilian!

Gun gamers who loved Virtua Cop on the Saturn are in for a treat this winter when its sequel hits the stores. Virtua Cop 2 holds all of the charm of the original with many new perks. Sega tells us there are twice as many enemies as in the original, and we believe them - the action almost never stops! Occasionally things will slow down a little bit so that more advanced players can try their marksmanship against hard-to-hit or risky targets (robbers making off with the loot, hostage takers, bad guys trying to escape, etc.), but within seconds, players are plunged into a melee that would make even Dirty Harry sweat hard.

On the demo we have available to us there is a car chase scene that's pretty impressive. The car you shoot from whips around corners as enemies fire at you from the backs of vans and automobiles. Although the version we have doesn't seem to be that far along yet, Sega promises us that every nuance from the arcade will be present.

Nothing is lost from the first Virtua Cop. Talented players can still pull off the three shot triple flip, and specific hit locations allow merciful cops to attempt to disarm their foes by hitting them in the arm. If Virtua Cop 2 is a solid translation from the arcade it should keep trigger-happy gamers smiling for a long time!

Back Issues

Sometimes you lose them - and other times people take them from you - but whatever you do, don't go through life without a complete collection. Order now before these priceless issues become obsolete!

June 96



- Cover: Tekken 2
- Special Features: E3 Sneak Preview, Resident Evil Strategy Guide, The First Appearance of Classic GI and GI PC
- Secret Access: Toyon Park (PS-A & SS), Nightmare (SS), Alien Trilogy (PS-A), Amongst Flash (PS-A), Celtic Guard (SNES)
- Tip Card 25: Open for

March 96



- Cover: Resident Evil
- Special Feature: Special Moves Guide for Tekken 2, Beta From Resident Evil, and Preview of Killer Instinct 2
- Secret Access: Moves For Street Fighter Alpha (PS-A & SS), Mortal Kombat (SS), Virtual Fighter 2 (SS), Toy Story (SNES & PS-A), NBA Live 96 (PS-A & SNES), Quake (PS-A)
- Tip Card 22: Soccer Strikers 3

December 95



- Cover: Toy Story
- Secret Access contains Secret Codes for MK 3 (SNES), Genesis, & PS-A; Moves Guide for Venice a Broken (PS-A) (Part 1)
- Tip Card 19: Wolfenstein

August 96



- Cover: Super Mario 64
- Special Feature: First Look at Playthings and Tweak Doctor Hunter
- Secret Access: Batman Forever (Amiga), Gargoyles (SNES), Shining Maiden (Saturn), Magic Carpet (PS-A), Gear Storm (PS-A), SNES (Saturn), Battle Arena (PlayStation), Rival (Saturn)
- Tip Card 21: War Gods

May 96



- Cover: Power Dragon 2 Zero
- Special Features: Special Report From America's Own Machine Expo including War Gods and Virtua Fighter 3, Night Vision movie guide
- Secret Access: Moves For A Men (Saturn) and Zero Grads (PS-A), secret codes for Earthworm Jim 2 (SNES/SS), Volkswagen (SS), Game Game codes for Toy Story (SS)
- Tip Card 24: Killer Instinct 3

February 96



- Cover: Descent
- Special Features: Descent Play Guide, Ultra 64 Game Update, GI 2000 Awards and Part 2 of SNES Diddy's Kong Quest Strategy Guide
- Secret Access: NFL Game Day (PS-A), Twisted Metal (PS-A), Volkswagen (Genesis), Superstar Army (SNES & SS), Madden 95 (SNES)
- Tip Card 21: Ultimate MK3

November 95



- Cover: Country Along Country 2, Diddy's Kong Quest (SNES)
- Strategy Guide for SNES: Most of the secret levels and DK Coins
- News about the Amusement and Music Operator's Association
- Tip Card 16: Release 2

July 96



- Cover: Legend of Dragoon
- Special Feature: Special E3 Report and a Super Mario RPG Strategy Guide
- Secret Access: Descent (PS-A), Godhand Knight 3 (SS), July 500 (Arcade), Chrono Trigger (Game Boy), King's Quest (Game Boy), Tip Card 20: Street Fighter Alpha 2

April 96



- Cover: Super Mario RPG
- Special Features: Super Mario RPG and Alien Trilogy game previews
- Secret Access: Codes for Lovers (PS-A), New GI for Jerry Remy (Saturn), Mystery Changeling for Street Fighter Alpha (Saturn), Chunks for SNES (SNES), Codes for GI (PS-A)
- Tip Card 22: Marvel Super Heroes

January 96



- Cover: Itha 64
- Special Feature: Special 6-page Ultra 64 report including technical specs, plot, and the Ultra's controller
- Secret Access: Moves For Tekken 2nd Characters (PS-A), Mortal Kombat Previews (PS-A), Superstar Army (SNES), and Earthworm Jim (SNES) Edition (SNES)
- Tip Card 20: King of Fighters '96

October 95



- Cover: Mortal Kombat 3 (Game Boy)
- Strategy Guide for SNES - all 100 levels, moves, abilities, techniques, abilities, and animations
- Strategy Guide for Superstar Army (SNES & Genesis) (Part 2): Complete moves, death moves, and a death combo
- For Tekken, Diddy, and Zero
- Tip Card 17: Street Fighter Alpha

Other Issues Available:

September 95

- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Moves for Street Fighter (SNES & SS) (Part 1)
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

April 95

- Cover: Eternal Champions (SNES)
- Strategy Guide for Eternal Champions (SNES)
- Tip Card 15: Alien Outbreak of the Alien

August 95

- Cover: Loco Racer (SNES)
- Strategy Guide for Loco Racer
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

March 95

- Cover: NBA Jam '95 (SNES & Genesis)
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

July 95

- Cover: Act of Betrayal and Robo-Genesis
- Strategy Guide for Act of Betrayal and Robo-Genesis
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

February 95

- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

June 95

- Cover: Dragon's Lair (SNES)
- Strategy Guide for Dragon's Lair
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

January 95

- Cover: Act of Betrayal and Robo-Genesis
- Strategy Guide for Act of Betrayal and Robo-Genesis
- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
- Tip Card 18: Street Fighter II: The New Challengers

May 95

- Cover: Dragon's Lair (SNES)
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December 95

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- Secret Access contains a complete list of items and power ups for all of the items in Street Champions CD
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CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

INVASION OF THE SUPER HEROES

The creative minds in comic books are endless. Artistic expressions complement action-packed stories, thus creating a universe of vivid fictional characters, worlds, and beliefs. The most popular format in comics is that which revolves around the ideals of super beings with unrealistic human traits and spectacular super powers. Industry companies like **Marvel Comics** and **DC Comics** have taken advantage of this unbound freedom and have created monstrous universes which consist of hundreds of individual comic titles and thousands of fictional characters.

In comparison, the comic and video game industries are almost identical: it's pen and paper versus clip art and bits. Both produce a visual stimulus that the gamer or reader can take in and enjoy. **Nintendo's** *Mario* is easily compared to DC's *Superman*, as well as **Sega's** *Sonic* to DC's *Flash*. Sooner or later these two worlds were bound to collide and cross over. The first comic to video game translation was DC Comics' *Superman* for the **Atari 2600**. Players acted as both Clark Kent and Superman, making this title a breakthrough and the first to feature multiple character identities in one game. With the comic gaming foundation in place, the super hero invasion swept across all the console wilderness, particularly the **Sega** Games.

The **Genesis** proved to be the perfect spawning ground for comic titles. The first two titles to land on this 16-bit frontier were web singer **Spider-Man** and that nocturnal detective **Batman**. Both titles were licensed and developed in-house by Sega. The *Spider-Man* title was based on a completely original story, while *Batman's* plot was taken straight from the 1966 Bat flick. Both of these titles were good for their time, but they really didn't offer anything new to the gamer, except of course, an identity crisis.

A solid bridge connecting the excitement from comics and video was soon reached when the **R.A.K. Graphics** character **Chazak** *The Forever Man* was brought to life by Sega. Chazak presented a new challenge for gamers that still stayed true to its open predecessor.



Chazak presented a unique gameplay style that to this day is still incomparable. Straight on the heels of Chazak was Sega's first **X-Men** title. *X-Men* proved that team comics could also make great team games. *X-Men* allowed players to freely pick and choose which character they wanted to be.

These two games alone revolutionized the gaming world, but something was still missing. Companies were successful in taking the characters out of comics, but neglected to incorporate the story until **Vigle Interactive** jumped at the chance to bring Frank Miller's sensational **Dark Horse** comic, **Robocop Versus Terminator**, into the gaming world. Shortly after, Sunsoft followed their lead and released the comic industry's most sought after series, **The Death and Return of Superman**, into the gaming world.

Licensing from comic movies and certain series became a big deal with first and third party developers. Sega released a title conceived from **The Adventures of Batman & Robin** cartoon series, plus an adaptation from the **Batman Returns** movie. **Accolade Entertainment** went all out and picked up the rights to the film about DC's **Judge Dredd**, the third Bat movie **Batman Forever**, and **Spider-Man** the animated series. The **PlayStation 2000** hype was epitomized by **Viacom**, and **Fox Interactive** rounded off the humor in **The Tick**.

The translation of comics to video was a definite success, and this next generation machine are already plump full of great action, espionage, and fighting comic titles—but one question still remains: would the translation of video to comics work? Yes and no. Certain old characters have made their way into the comic kingdom, but none of their titles have survived more than a year. If you're lucky you can probably find some **Achieve Comics** featuring **Sonic** the Hedgehog, **Martial Kombat** from **Milibu Comics**, and several **Nintendo** characters exposed in **Vallent Comics**. Hopefully, this industry will live through the recent porting failures and produce quality comic material that both the readers and players can enjoy.



SCOREBOARD

- Antarctic and the Great Rescue** - Sega
4.50 Love the idea to the Fun!
- Batman** - Sega
7 A good combination of the movie and comic elements.
- The Adventures of Batman & Robin** - Sega
4.25 Dynamic 2D player action.
- Batman Returns** - Sega
4.50 Super graphics with solid gameplay. Great but not great.
- Batman Forever** - Accolade
4.25 Action's 1996 comic. Batman will live! Repeat in Batman's wardrobe.
- Batman: Revenge of the Joker** - Sunsoft
5 Had fun playing. This is a mockery of both action/adventure tales and Batman himself.
- Capitula America and the Avengers** - Data East
6.5 Big idea and his teenage friends too! An arcade port with the twist.
- Chazak** - Sega
6.75 An innovative action title.
- Comic Zone** - Sega
6.5 The most original comic title to date.
- The Death and Return of Superman** - Sunsoft
6.25 A sensational adaptation from the comic series. Four Supermen are better than one!
- Tom Mace's Museum for Hire** - Sega
6.25 This action game proves the fact that dinosaurs are extinct.
- Ex-Machina** - Midway
4.5 Another great action/adventure title.
- Invisible Man** - LJL Gold
7 Spruce moves! Great! High score!
- Angry Drift** - Accolade
5 The greater report is only justified by its simplicity.
- John** - Sunsoft
5 Nighting games don't get much worse than this.
- PlayStation 2000** - Maxam
7.75 A choppy, non-narrative style of game.
- Justice League Task Force** - Accolade
4.5 Interesting concept, bad game.
- Punisher** - Capcom
5 Double Dragon just rolled over it as given.
- Kidnap Wreck Tumblebug** - Vigle
7.5 Felt like a story about perfectly.
- Spider-Man: Maximum Carnage** - Accolade
7.5 Rock on, up on Spider action.
- Spider-Man: Superhero Society** - Accolade
7 Not quite as good as its predecessor—Maximum Carnage.
- Spider-Man** - Sega
5 The best web swinging in a Spidey title.
- Spider-Man (TV Series)** - Accolade
4.25 A tremendous format meets all who play.
- Spider-Man/X-Men: Arcade's Revenge** - Accolade
7 It's the Weaver action hero!
- Superman** - Sunsoft
4.5 Definitely has a pocket full of Mystery. Not very impressive.
- The Tick** - Fox Interactive
6.5 Based solely on the comic, the Tick missed its mark.
- Ultimate, Actionforce Rage** - Accolade
5 Too mentally unimpressive.
- Sly** - Sega
5 Sega's 3D fantasy action title.
- Ultimate 2, Close Man** - Sega
6.75 More power to Sega.
- Vallent** - Sega
5 A. This could very well be the last comic title on the Genesis.



Ye Gae! Will the PC Market Survive the Machinations of the Big NT?

Hesitating even when the N64 is capable of, this PC guy has cause for trepidation concerning the future fate of his favorite corner of the gaming market. The N64 looks quite capable of emulating, if not completely outdoing the PC at its best. This isn't to say the Saturn and PlayStation weren't close, but the PC always won out with hard drive loading times. Now it has to compete against a cartridge-based system. Of course the PC will always have some things going for it. What other system boasts a 100+ button game controller, multiple gigs of hard drive, constant upgrading and improving of technology, and legions of game companies with no licensing constraints? Hmm...it's a shame they cost over \$2,000.

Afterlife - LucasArts 8.75

The old Afterlife is a SimCity Clone would be an understatement. It might as well have been a sequel or an expansion disk. It is, however, a good clone with lots of innovations and unique twists. As a consultant to the gods you are given control over the realms of Heaven and Hell. These you must manage while paying attention to the goings-on of various religious philosophies on earth. Afterlife plays almost like two games of SimCity at once in that players need to recognize that the two worlds must be managed differently in order to succeed. The key to doing this is understanding that Hell is supposed to be inconvenient for the damned, while Heaven is about quick and easy access to richly deserved rewards for worthy souls. Eventually you will be faced with some bizarre catastrophes in the form of Disco Dancing Demons, Heavenly Birds, The Bots of Hell, The Blues, Hell Freezing Over, Hell in a Handbasket, and the Heaven Nose. Right. The biggest and most shocking problem we had with the game was that despite a useful in-game tutorial, the manual was a lousy CD cover (from LucasArts, of all people).

Quake (Shareware) - id 9

Quake is a hard game to compare to its predecessor because the style of play is very different. Doom was the kind of game where if you know what you were doing you could take it to 'em, get in their faces, and kick some serious demon butt. In Quake the enemies are a lot nastier and the old shotgun dance of death just doesn't cut it anymore. There is nothing in this game that will go down in less than two hits from the shotgun and most take a lot more than that. While hardened Doom fans



Quake

this game from a more than mediocre, yet solid first-person shooter to everything you would expect from id

looking for a challenge may like this idea, they might find the lack of cannon fodder slaughter to be really depressing. Otherwise, the polygon graphics are pretty, the monsters do have personality, and the weapons are okay. Don't take the criticism in this review too harshly as the full version is not out yet and could have a lot of improvements that would pull

3Dfx interactive will be releasing a Voodoo Graphics game card that will give PCs gaming punch and then some. The 128-bit card is equipped with a slew of 3D graphics processors that will make arcade to CD conversion a snap, so they will finally be able to compete with the game consoles. 3Dfx has announced strategic relationships with Activision, Midway, and Williams to produce quality software that takes advantage of the card. The card will be sold through Orchid for about \$199.

Trekies (oh sorry... it's Trekkers' now, isn't it?) can start stakin' their trekkish crystals for the February '97 release of *Star Trek: Starfleet Academy*, a very attractive looking Trek game from the folks at Interplay. The game will feature 3D starship combat (30 different ships) at a Federation training center staffed by members of the actual cast (Shatner, Keating, and Talar) from the original Trek series and movies. When will these people stop? In their last



Star Trek



four movies they kept complaining about how old they were. Can't wait for the next sequel: "GeneTrek - The Search for Spock... Again".

Total Entertainment Network (TEN) is preparing for cordentenship in the rapidly up-and-coming online gaming industry. TEN will feature online versions of games such as Duke Nukem 3D, CivNet (Civilization for the net),

Master of Orion II (if it ever comes out), Deadlock, Darksun, and more... much more. Their pricing plan (subject to change) is a monthly fee of \$7.50 with five free hours and rates of \$1.25 to \$2.50 an hour following. TEN is also considering a flat monthly charge (further info at <http://www.ten.net>).

Engage of Interplay is another service which will be available through America Online. Some of the stars in their lineup include Descent II, Warcraft 2, and MUD II. Their web page can be located at <http://gameson-line.com>. Let's hope these people can make online gaming an established and affordable part of the gaming industry.

recent releases

• **Cyberpunk - Sega 7.28** Hard core mach strategy fans might like it a lot. Experienced wargamers would get minor enjoyment, but probably become bored after a couple days.

• **Final Fists Sports Baseball - Sega 8.5** Baseball version of baseball. Players can take part in as much management and playing as they want.

• **Disney's Animated Storybooks - Disney Interactive 8.75** These look really cool for kids who are into all of the recent Disney movies and are a good way for young'ns to learn more about computers.

• **SFPO Homicide - 3 Prong Plug 7.5** Soso interface and bad acting hurt this game's score but it was still an interesting and well researched simulation of a homicide investigation.

• **Hoyle Blackjack - Sega 8.25** Blackjack with lots of options. The animated players are atrocious. Nothing too remarkable.

Virtual Robots in a Virtua World

By Ryan MacDonald

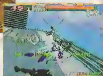


- **Style:** 1 or 2-Player Head-to-Head Robot Fighting
- **Special Features:** Ranged and Toe-to-Toe Combat, Two Views, Eight Robots to Choose From
- **Created by:** Sega
- **Available:** Now at an Arcade Near You

Sega unleashes giant fighting robots at arcades everywhere. Virtual On Cyber Troopers is one of the newest games to hit the arcades. It is a 3-D polygon fighter/shooter that is a little like Soul Edge and a lot like Cyber Sled. It features eight mech-type robots that each have their own special weapons and abilities. Two control sticks allow a player to maneuver the robot in any direction desired. A trigger on each stick allows for the use of two different weapons, one in each of the robot's hands. When the triggers are used simultaneously, a third, more powerful weapon is fired. Thumb buttons are used for a boost of turbo speed. Not only can players move forward, back, left, and right, but they can leap into the air as well. (Tip: pull the sticks apart again in order to rapidly descend). Two views of the action can be used, one from behind the robot's back, the other a first-person view. A typical "lock-on" feature is used for ranged combat against opponents and a second not-so-typical close range lock-on allows players to step up and fight toe-to-toe in Combat mode.

FROM THE ARCADE ALCHEMIST

- Concept:** 1. The first thought that hit through my head when I saw Virtua On was, "Whoa! This looks pretty cool! This graphics are pretty bad. Everything is so brightly bright and fast. I really liked the double-lock feature that puts you into Combat mode. I must say that playing against a human opponent is a lot more fun, particularly when you can hear anguish at your opponent's mercy of defeat. If you cut the robot in half with a massive sword swing. However, the computer is a double-edged sword. It's a little tedious at times. The last guy is way too hard though. Go to your arcade and check it out. (Just to your notes and this review are good to use)"
- Graphics:**
- Sound:**
- Playability:**
- Entertainment:**
- OVERALL**
8.5



QUICK GLANCE

Dragonheart: Fire and Steel

PlayStation Preview

Style: 1-CD-ROM

Style: 1-Player Side-Scrolling Action and First-Person Action (Riding a Dragon)

Special Features: Seven 3D Rendered Dragons, 120 Different Fighting Moves, 40 Characters Rendered With Props From the Movie, Battle Arena Level for Fighting Dragons in Arcade Style Action, Forces From Actors in the Film Including Sean Connery

Created by: Acclaim

Available: September for PlayStation (also Saturn and PC)

We took a gander at *Dragonheart* at E3 and it appeared to be a somewhat standard side-scrolling action game. We don't actually have a workable copy of the game yet so it is hard to see progress, but what we didn't see was the first-person dragon riding scenario that Acclaim promises in their press release. Let's hope they realize anything less than *Panzer Dragon 2* will be a letdown. Acclaim also tells us that there will be seven rendered dragons which were too evil for the movie. We assume they're talking about bosses. We hope Acclaim breaks the oh-so-rarely broken mold of average games with movie licenses.



Wing Commander 3

PlayStation Review

Size:

4 CD-ROMs (Two-Set)

Style: 1-Player

Space Combat Flight Sim

Special Features:

Dramatically Improved Load Time, Fun Control Ships to Fly, Memory Card Save, 9 Gems and 7 Missions, Missions, 3 Hours of Live Action Video, 50 Missions

Created by:

Origin for EA

Available:

Now for Sony PlayStation

Overall: 8.5

The original PC version of WC3 may have been one of the best games of its time but was crippled due to its sprawling system requirements and massive load times. Translation to the PlayStation has solved both of these problems but only at great cost to the game's detail. The cinematic scenes are just as acceptable as they were before (although some of the more grim scenes have been cleaned up a little), but the action itself has suffered a fair bit. Missiles are downing "Afterburners" and there is no true cockpit view (the art for the details of the cockpit isn't there). There is less loading time and PS-X owners not bored by the PC original will probably have a good time.



College Football '97 USA

Genesis Review

Size:

16 Megabit

Style:

1 to 4-Player Football

Special Features:

112 Real College Teams, Tournament or Draft Games, Player Creator, Season With Statistics Tracking, Adjustable Penalty Settings

Created by:

EA Sports

Available:

Now for Sega Genesis

Overall: 6.75

College football has begun another exciting season and that means another edition of EA Sports's Genesis football, *College Football '97 USA* is basically an update of last year's game with the addition of a player creator and two difficulty settings. Regrettably, after numerous updates of existing football engines, the game seems fairly drab. The play control is solid in normal EA fashion, but you can't help being a little frustrated by the lack of anything new to the look or play. Again, with most of the new 16-bit sports games, the hard-core fan will enjoy the updates and new gamers seeking a football fix are better off with discounted older editions. A purchase warrants a trial or rental.



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CANDY (HONEY)

Thrust Kick - F F + E + G
Candy Slap - F F + P
Candy Scratch - DF DF + P
Sweet Uppercut - F D DF + P
Double Scratch Kick - DB + K K
D + P D K K P
Bomboo - P + E + G P + E + G
Launch Kick - UF U UB + K
Air Grab - B + P + K + G (close in
air)
Armour Blast - F B, P B + P + K + G

PICKY

Heel Smash - U D + K
McTwist Kick - D DF P + K
Board Slam - B P F + P
Jumping Board Slam - UB DF + P
Spinner Combo - P P P + P P + K
Climb Heel Smash - D + K K + G
Fists Slam - UF U JB + P
Smash Kick - D + P + E + G
B + K (close)
Air grab - B + P + P + G (close in
air)
Armour Blast - F B, P B + P + K + G

GRACE

Kick Kick - U D + K
Vertical Kick - DF DF + K
Knee Chop - P + E
Backhand - F P + P
Rapid Punch - P P P P, P

Jet Split Kick - P D + K
Crossing Kick - E + G E E
Cross Uppercut - E + G DF + E E
Dropkick (in air) - F B + E
Shoulder Bash - P + G
(while running)
Shoulder Smash - F B + P + E + G
Armour Blast - F B, P B + P + K + G

BAHN

Uppercut - DF + P

High Kick - P F + K
Elbow - B F + P
Check - B P F + P + E
Headbutt - P + E + G (close)
Rising Dragon - F G DB + P
Rising Dragon Guard - G D DB +
P F D DF + P
Shoulder Bash - P + G
(while running)
Armour Blast - F B, P B + P + E + G

Legend:

U = Up	P = Punch
D = Down	K = Kick
F = Forward	G = Guard
B = Back	

FIGHTING VIPERS

FIGHTING VIBES

AXEL

Van Kick - K + G
Guitar Solo - F, F + P
Double Uppercut - DF + P, P
Rockin' Kick - F + P, K, P, F + K + G
Axel Floor - DF + K, P, F + K + G
Wino Smash - DF, DF + P, P
AGDCG - F + K + G, D, DF, F + K,
B, DF, F + K
Flying Guitar Smash - UF, U, LB + P
Shoulder Smash - P + G (air)
(wing)
Amour Blast - F, B, F, B + P + K + G
Voltage Ray - B, B + HP + LP
Amp Ball - B, B + LP

TOKIO

Rip Kick - B, D + K
Arrow Fury - F + P, P, D, F + P
Boh Koa - K + G, K, K
Sweeping Spin Kick - D + K + G, K, K
Sweeping Triple - D + K + G, K, K
Combo Kick - DF + K + G, F + K
Spring Kick - F + K + G, K
Fury Combo - K, P, P, P, K
Amour Blast - F, B, F, B + P + K + G

SANMAN

Sweeping Smash - D + K + G
Uppercut Combo - DF + P, P, K
Chopper - B, F + P, P, P

Hammer Time - B + P + K + G, D +
P + G
Jumping Hammer - UF, U, LB + P
Dropkick - F, B + K (new)
Battering - F, B + P + G, B, B + P +
G (close)
Amour Blast - F, B, F, B + P + K + G

JANE

Twistand Smash - G, DF, F + P
Power Smash - F, F + P
Springing Smash - B, DD, D, DF, F + P
Dragon Upper - F, D, DF + P
Twistand Spinner - P, F, D + K, F + P
Spring Kick - D + K + G, K
Kick Dash - B, D, F + K + G (close)
Head Smash - B + P + G (close)

Amour Blast - F, B, F, B + P + K + G

MAHLER

To select Mahler, the machine must have played 10000 or more hard-to-head matches.
Insert coin(s)
Hold the joystick up.
Press START.
Keeping the joystick up, move the character selection box outside the left of selectable characters (to the right of Philby or the left of Grace).
Press START within 2 seconds.

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Machinehead

Saturn

Preview

Size:
1 CD-ROM
Style: 1-Player First-Person
3D Sci-Fi Shooter

Special Features:
15 Missions,
360° Shattering Terrain,
Turret Systems, AI
10 Deadly Weapons,
over 100 Enemies

Created by: Cibo

Available:
This Fall for Saturn

Dr. Kimberly Sinde has a bomb strapped to his back and must battle across a post-apocalyptic Earth to find his evil assistant, Grville. Grville is of course responsible for the current state of the earth. To help Dr. Sinde in his quest you'll have weapons like lasers, flame throwers and plasma mines. Use these weapons against a host of evil, bio-infected creatures such as zombie clowns, household machines and dog-bats. Machinehead uses fully-rendered polygon graphics in creating a roteable world full of action, adventure and chaos. An important addition to Saturn's thin selection of first-person action/adventure titles.

Tokyo Highway Battle

PlayStation

Review

Size:
1 CD-ROM

Style: 1-Player
Racing Simulator

Special Features:
Formations of Tokyo Main
Roads, Over 70 High
Performance Upgrades,
Competition, Practice and
Vs. CPU Modes,
12 Car Classes

Created by:
BulletProof Software
for Japan

Available:
Now for PlayStation

A realistic Racing game? Sound too good to be true? Well, Tokyo Highway Battle comes close by returning racing to the realm of mechanics and engine building. Win races to earn points in order to purchase parts. Preview each course to decide which parts to purchase. A huge hit in Japan, THB will delight gearheads and racing fans alike. Great close up graphics make up for distant positions. Noticeable car upgrades change the feel of the car after each race. Such a variety of cars and parts will no doubt make THB a winner.

Overall: 7.25



Marvel Superheroes in War of the Gems

Super NES

Preview

Size:
1.6 Megabit
Style:
1-Player Action/Platform

Special Features:
Choice of Two Superheroes,
Multiple Special Moves,
Powered Save

Created by: Capcom

Available:
October for Super Nintendo

Fans of X-Men: Mutant Apocalypse can look forward to a Marvel Superhero Sequel based on the same engine. War of the Gems will feature five heroes to choose from at the beginning of each mission. There are Spider-Man, Captain America, Iron Man, Hulk, and Wolverine (who is very much as he was in Mutant Apocalypse). The levels are somewhat dynamic in that the heroes you choose will effect how you solve each mission. Roughly translated, this means that Spider-Man climbs over the wall, Hulk breaks through it. The characters all have at least five special moves that should keep Marvel action-platformer fans slap-happy for hours after the game is done.



VR Golf '96

PlayStation Preview

Size:
1 CD-ROM

Style: 1 to 4-Player
Golf Game

Special Features:
3 commentators,
Course Player Options,
8 Play Types, Multiple 360°
Camera Angles, Detailed
Shot Control Options

Created by: VR Sports

Available:
October for PlayStation
(Saturn Anticipated)

Look out golfing fans: VR Golf '96 just might be the best golf game for the PlayStation. Choose from the many game types including full tournament, skins, or team play. While the game offers two course choices, VR Sports promises additional disks to upgrade the course options. As each hole begins, opt to fly over the hole or do a walkthrough as the commentators suggest ops on how to play. Use the 360° camera rotation to view pin placement or to get yourself safely out of the woods. With a caddy to suggest clubs and a shot selection screen, VR Golf '96 has everything you've ever wanted in a golf game and more.



True Pinball

Saturn Review

Size: 1 CD-ROM

Style: 1-Player Video Pinball

Special Features:
4 Tables, 3 Views, Audios,
High-Axis 3D Graphics,
Pinball Realism

Created by:
Gottschalk Soft

Available:
Now for Saturn

All the basic strategies of pinball apply. Complete the skill shot for a quick bonus. Enter into specific "tasks" while riding up your bonus X and lighting table side letters. Hold off on multiball until a respectable bonus level or super bonus round is reached. Utilize the multiball to secure jackpot plus massive hold bonus points. Use the shoulder buttons to nudge the table (the secret to pinball). All four tables play well, incorporating a combination of finesse, accuracy and nudging. The only drawback is occasionally losing sight of the ball atop the table. But overall, an accurate and exciting representation of the way pinball should be played.

Overall: 7.25



Dream Team Basketball

PlayStation Preview

Size:
1 CD-ROM

Style:
1 to 4-Player Basketball

Special Features:
Multiple Camera Angles,
32 Teams, 2 Arenas,
Signature Moves,
On-the-Fly Play Calling

Created by: Eidos

Available: September
for Sony PlayStation
(and Sega Saturn)

Ever felt like you would to bust up on a smaller country or make a debate out of an Olympic contest? Well here's your chance with Eidos Interactive's Dream Team Basketball — another gift to the most pumped up basketball team in the world featuring players like Shaquille O'Neal, Hakeem Olajuwon, Karl Malone, and Charles Barkley. The Dream Team is prepared to take out such powerful opponents as Greece and Lithuania. Sound like fun? Well it is, if you're looking to put more money into the pockets of professional players for defeating lesser teams, rather than keeping the Olympic spirit alive with all amateur players, then you're off to a



Alien Trilogy

Saturn

Preview

Size:

1 CD-ROM

Style:

First Person

Action/Shooter

Special Features:

High-Sch Power-Ups,
Numerous Weapons,
Secret Passages, Plot One
Follows All Three Alien Movies

Created by:

Archon

Available:

Now for Saturn

Good News for Saturn owners: Replay's back! But so are her alien foes. Start in the colony complex, work through the delectable spaceship and battle the prison colony. Throughout each sequence are weapons such as flame throwers, smart guns and grenades to battle the hordes of dog aliens, company soldiers and face huggers. Find the queen on each level in order to advance. To help you on your quest you'll discover subweapons, night vision goggles, survey charges and much more. Learn shortcuts through air ducts and secret passages. Good luck, watch your back, and don't get impregnated by any aliens. The universe is counting on you.



Bust-A-Move 2: Arcade Edition

PlayStation

Review

Size:

1 CD-ROM

Style:

1 to 2-Player

Puzzle Game

Special Features:

Sub, M, Computer and V's
Player Modes, Multiple Skill
Levels, Continue Option With
Memory Card, Mail Biting
Puzzle Action

Created by:

Tate for Archon

Available:

Now for Sony PlayStation

Yeah, hey, all right, it's Bust-A-Move. For those who relish addictive puzzle gameplay, Bust-A-Move Arcade Edition 2 is a solid contribution to any video library. We especially enjoyed the head to head competition. Use a strong move to jeopardize your opponent's position (there's nothing more frustrating). The object is to fire colored bubbles up into the screen forming combinations of three or more. These combinations then explode often loosening adjoining balloons. There are also specialty balloons that clear paths, destroy a circle of balloons, etc. Bust-A-Move 2 remains true to the original, a great game for people of all ages.



Overall: 8

Triple Play: Gold Edition

Genesis

Review

Size:

16-bit

Style:

1 to 4-Player Baseball Game

Special Features:

New Professional Mode,
1999 Updates, Hit & Cold
Streaks, Injuries, Collisions,
Def, Trade and Create
Player Modes, Better
Scouting Options

Created by:

EA Sports

Available:

Now for Sega Genesis

Fans of the original Triple Play won't find much difference in this '96 update. Those who don't own last year's version will definitely want to check it out. One of the best four-player sports games for 16-bit, Gold Edition retains the great aspects of the original. A wide selection of pitches, good fielding and challenging AI all deserve mention. Use the manager mode to direct a game from the dugout or select the new professional mode for enhanced realism. Choose a Full Season, All Star, Playoff or Championship. Probably the best baseball game for Genesis, but not enough has changed since the original.



Overall: 8.25

You may or may not have the new Mario 64 in your grasp. Little hands yet, but you will soon enough, and Game Informer wanted to make sure that you had a guide to help you through this master game. While you can defeat the game with only 70 Super Stars, the only way to get to Yoshi is with all 120 Stars, which is by no means easy. The Stars break down like this: there are seven total Stars on each level and fifteen Stars hidden within the castle. Besides the location of all the Stars, we have also added a couple of hints for some troublesome areas that we think might help you in your quest.

SUPER MARIO 64

Play to Perfection

A GAME MASTER'S STRATEGY GUIDE



THE CASTLE STARS AND SWITCHES

01 Princess Room

On the first floor there is a room with three stained glass windows of the Princess. Jump into the window on the right and you will get a Star at the bottom of the course.

02 Princess Room

Finish the course in under 21 seconds and you'll receive a second Star.

03 Bowser #1

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

04 Bowser #2

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

05 Bowser #3

Collect all 8 Red Coins on his course and you'll be rewarded with a Star.

06 Green 1 Switch Room

The Green Switch room is located inside Course 6. Enter the area where the boulders are rolling down and follow the level until you enter Nesso's Swamp. Use Nesso to reach the only uncovered gray door. Enter, and then jump into the Shroove pool. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

07 Blue 1 Switch Room

On the basement level of the castle you must enter the door to the left of Course 6. Swim to the room with two columns rising from the water. Go a Bott Slime on both columns and they will raise into the ground and lower the water. Now go outside and follow the empty road to the right and you will find a hole in the ground that leads to the New 1 Switch. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

08 Red 1 Switch Room

To access the Red 1 Switch room you must have at least ten Stars and have defeated the first boss. It appears as a ray of light



coming from the ceiling on the first floor. Look up at it and you will be transported to the Red 1 Switch Room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

09 Talk to Toad

Before you enter the Chess pool for Course 6, make sure you talk to Toad and he'll give you a Star.

10 Catch the Golden Rabbit

Collect over fifteen Stars and a rabbit will appear in the basement level of the castle where levels 8-9 are located. Catch him with the Z button and he'll give you a Star.

11 Catch the Golden Rabbit

Find over fifty Stars and he'll return with yet another Star.

12 Talk to Toad

On the second floor of the castle where levels 10-15 are located, there are two Toads lurking in the shadows. Talk to both of them and you'll get another Star.

13 Talk to Toad

On the third floor of the castle where levels 14-15 are located, you will find a Toad that will give you a Star.

14 Water Room

Inside the room with Course 5 there are two recessed cavities on either side of the room. One holds a 1-up mushroom and the other a teleport to an underwater world. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

15 Sky Room

On the third floor where areas 14-15 are located there is a lighted area to the left as you enter the room. Collect all 8 Red Coins on this course and you'll be rewarded with a Star.

COURSE 1 (Bomb Guy World)

Location: The door to the far left as you enter the first floor of the castle.

- 1 The Boss at the top of the mountain holds the first Star.
- 2 Ease the Koopa to the top of the mountain and you'll receive the second Star.
- 3 After you talk to the Bomb-omb and gain access to the cannons, you can reach the third Star on the island that's floating alongside the mountain.
- 4 Collect all eight Red Coins.
- 5 Use the cannon on the floating island to blast through the five gold coin rings. If you collect all five gold coins from the center of the rings you'll receive the fifth Star (Note: It is easier to accomplish this task if you have enabled the Red Switch).
- 6 Smash in the port holding the Chomp Chomp and he'll crash through the gate behind him and give you access to the sixth Star.

Power Star: Collect 100 Gold Coins.



COURSE 2 (Castle World)

Location: Second door from the right as you enter the first floor of the castle.

- 1 Tackle the manolith Boss at the top of the level to get the first Star.
- 2 The Boss has been replaced by a tower at the top of the level. Climb it and you'll get another Star.
- 3 Use the cannon to the left of the pool of water to blast to the platform below the large Nagpole. Bagel Another Star.
- 4 Collect all eight Red Coins.
- 5 At the beginning of the level climb the tree and an owl will appear. Grab onto the owl and he will fly you to the top of the level. Maneuver yourself over the cage Star and drop down to nab another Star.
- 6 Use the cannon to blast Mario into the corner of the wall on the far side of the rotating platform.

Power Star: Collect 100 Gold Coins.



COURSE 3 (Underwater World)

Location: First door from the right as you enter the first floor of the castle.

- 1 To enter the sunken ship you must lure the eel out of his hole. Once inside, open the boxes in order (top, right, bottom, left) and then climb the harpoon to the Star.
- 2 The giant eel has moved to the beside of the large underwater valley. Pass by him and he will leave his roset and the second Star will be dangling from his tail.
- 3 The third Star is hidden in the chests in the back against the correct order is the top, left, right and bottom.
- 4 Collect all eight Red Coins.
- 5 Now if you talk to the pink Bomb-omb, he will open the cannon trapdoor so you can blast to the Leslie stalagmites and jump to the third Star.
- 6 To get the sixth Star you must go back into the aqueduct and get the power from the Brown Box. Run back into the water and you can jump to the final Star.

Power Star: Collect 100 Gold Coins.





COURSE 4 (One World)

Location: Second door from the left as you enter the first floor of the castle.

- 1. Enter the alleyway of the house at the top of the hill and successfully slide to the bottom of the mountain (Note: there is a hidden passage at the first rounded turn. Follow the row of coins leading into the wall and you'll be rewarded with 1-ups).
- 2. For the second Star, simply bring the baby penguin from the top of the mountain to his mother at the bottom.
- 3. Go back into the house and beat the penguin down the slide and you'll receive another Star (Note: short-cuts won't help).
- 4. Collect all eight Koil Coins.
- 5. After you have completed the first four Stars a snowball will appear at the top of the mountain. Kuss him down to the snowball face and stand in front of it to create a giant snowman. Talk to him and he'll give you a Star.
- 6. Use the rope trolley to get to the pink Bowser-ones so he'll open the camera door. Now use the camera to blast to the level just beneath the top of the rope trolley. Work your way up the path and use a jumping wall kick to reach the top level and get the Star.

Bonus Star: Collect 100 Gold Coins.



COURSE 5 (Ghost World)

Location: Bert Stoop the big ghost is in the courtyard. To get to the courtyard simply enter the brown doors on either side of the center staircase on the first floor and then go down the hall.

- 1. Kill all the small ghosts on the first level (a la Bert Stoop) and a large ghost will appear in the main hall. Destroy him and the Star is yours. This also creates a staircase to level 2.
- 2. Now go to the courtyard at the bottom of the small house. Kill all the ghosts, big and small, and you'll receive another Star.
- 3. Go to the library on the left side of the second floor and go to the end of the hallway. To unlock the Star behind the wall you must press the three switches in this order: center, right, left.
- 4. Collect all eight Koil Coins.
- 5. This one's tricky! Go to the small library on the right side of the second floor. Jump up onto the raised portion of the floor and look up. You'll see a ledge above that you must use the jump kick off the wall to reach. Go up and defeat the ghost and prepare to scream. To get the Star you must jump to the flat portion of the roof to your left or right and then super jump back to the middle. Very difficult!
- 6. For the final Star, you must go back to the small library, but this time you must grab the Blue! Bow before you go up the wall. Once up, go through the picture of the ghost and then defeat the eyeball twice he shoots at you, run around him until he disappears.

Bonus Star: Collect 100 Gold Coins.



COURSE 6 (Under World)

Location: Go to the basement and follow the hallway to the right. Course 6 is the door just to the right of the Fire World (Course 7).

1. Go to Nessy's Swamp (in the rolling rock area) and you'll find a Star sitting in the middle. Hop on Nessy's back to reach it (don't worry, it's a harmless procedure).
2. Collect all eight Red Coins.
3. Head back to Nessy's Swamp, but this time hit the Green Switch and turn into Greenstar. Follow the path underwater to the blue floor switch and then enter the door behind the newly opened gates. The Star is just two short super jumps away!
4. To find the fourth Star, run through the acid trenches until you find a single wall. Use the Mario Coin to find a ledge and then use a super back flip to get up top. Run through the door, grasp the girder above, and follow the coils to the Star.
5. Head back to the acid trenches and get back to the single wall. To the right of the passage you just jumped up to you'll see a wall with green slime works. Above them is another secret passage. Back flip up and head down the passage and you'll find the fifth Star.
6. Finally, head back to the rolling rocks and go to the left side of the cavern. Turn towards the door and look up and you'll see the Star. Use the wall jump technique to reach it!

Bonus Star: Collect 100 Gold Coins.



COURSE 7 (Fire World)

Location: Go to the basement and follow the hallway to the right. Course 7 is the picture of the fire creature.

1. Follow the path until you get to a large Viking Bowls. Knock him into the lava and you'll receive a Star (Blast him there to the edge and then Butt Smash 'em).
2. At the far right side there is a group of three small Viking Bowls. Knock them into the lava and a large one will appear. Knock him in and the Star is yours.
3. Collect all eight Red Coins.
4. As you enter the level there is a wall of grating that is hiding a Star. Work your way across the platforms and then use the rolling log to reach your prize.
5. Jump into the volcano (when it isn't erupting) and you'll be transported to the center. Work your way up the slide path; make a couple of jumps, and the pointed, spiky thing is yours.
6. Head back to the volcano, but this time take the weaving platform that spirals upward. Reach the top and your job here is done.

Bonus Star: Collect 100 Gold Coins.





COURSE 8 (Desert World)

Location: Go to the basement and follow the hallway to the right. Take a left at the picture of the fire creature and follow the path until you reach a dead end. Now, jump into the false wall (tricky!).

1. Grab the Star from the vulture flying by the oasis next to the pyramid (Note: you can run up the sides of the checkerboard wall).

2. Climb the outside of the pyramid to the top and you'll find the coin you seek.

3. Enter the pyramid and go all the way to the top. Easy!

4. Make your way up the inside of the pyramid so that you can fall onto the top of the checkerboard box in the middle of the structure. Go to the edge of the wall with the hole in the side. Walk off the edge and immediately press back towards the structure and Mario will grab onto the ledge. Go down and battle the hands boss for the Star (Hint: hit the eye when it's open).

5. Collect all eight Red Coins.

6. To get the sixth Star you must collect five specific gold coins inside the pyramid. Starting at the highest platform in the pyramid is a river of sand. There are two coins out in the river and three that can be reached by falling onto the three platforms to the left and right as it flows from the top.

Power Star: Collect 100 Gold Coins.



COURSE 9 (Water Level 2)

Location: Go to the basement and go to the Star door directly to your left as you enter (Note: you must have thirty Stars to enter). Jump into the shimmering water at the end of the hall.

1. The first Star is on top of the submarine. Use the floor ! Switch to create a bridge to your prize.

2. At the beginning of the level swim all the way to the bottom and then open all five chests in order. Start with the chest next to the slave and work your way around the bottom counter-clockwise until you get to the final chest next to the vortex.

3. Collect all eight Red Coins.

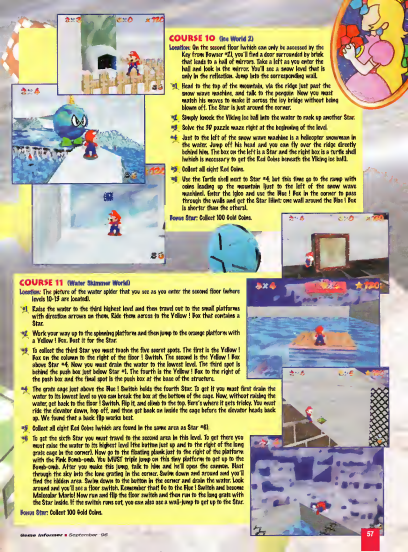
4. In the back cavern there is a water jet sending up rings of water. Go through five rings in a row and a Star will appear. To get the Star simply hit the Green ! Box and use Shroewario to fetch it.

5. The Master Key in the front cave also sends out rings of water. Swim through five in a row and a Star will appear.

6. In the back cavern there is a Star behind a wall of coral. Use the Wire ! Box to turn into Molecular Mario and then walk through the wall and nab the Star.

Power Star: Collect 100 Gold Coins.





COURSE 10 (Ice World 2)

Location: On the second floor which can only be accessed by the Key from Bowser #2, you'll find a door surrounded by brick that leads to a hall of mirrors. Take a left as you enter the hall and look in the mirror. You'll see a snow level that is only in the reflection. Jump into the corresponding wall.

- 1. Head to the top of the mountain, via the ridge just past the snow wave machines, and talk to the penguin. Now you must watch his moves to make it across the icy bridge without being blown off. The Star is just around the corner.
- 2. Simply knock the Viking ice ball into the water to rack up another Star.
- 3. Solve the 3D puzzle maze right at the beginning of the level.
- 4. Just to the left of the snow wave machines is a helicopter snowman in the water. Jump off his head and you can fly over the ridge directly behind him. The box on the left is a Star and the right box is a turtle shell which is necessary to get the Koil Coins beneath the Viking ice ball.
- 5. Collect all eight Koil Coins.
- 6. Use the Turtle shell next to Star #6, but this time go to the ramp with coins leading up the mountain just to the left of the snow wave machines. Enter the loop and use the Wae! Box in the corner to pass through the walls and get the Star behind one wall around the Wae! Box is shorter than the other.

Bonus Star: Collect 100 Gold Coins.

COURSE 11 (Water Skimmer World)

Location: The picture of the water splitter that you see as you enter the snowed floor (where levels 10-19 are located).

- 1. Raise the water to the third highest level and then travel out to the small platforms with direction arrows on them. Ride them across to the Yellow! Box that contains a Star.
- 2. Work your way up to the splashing platform and then jump to the orange platform with a Yellow! Box. Push it for the Star.
- 3. To collect the third Star you must touch the five secret spots. The first is the Yellow! Box on the column to the right of the floor! Switch. The second is the Yellow! Box above Star #4. Now you must drain the water to the lowest level. The third spot is behind the push box just below Star #1. The fourth is the Yellow! Box to the right of the push box and the final spot is the push box at the base of the structure.
- 4. The grate cage just above the Wae! Switch holds the fourth Star. To get it you must first drain the water to its lowest level so you can break the box at the bottom of the cage. Now, without raising the water, get back to the floor! Switch. Flip it, and climb to the top. Here's where it gets tricky. You must ride the elevator down, hop off, and then get back on inside the cage before the elevator heads back up. We found that a back flip works best.
- 5. Collect all eight Koil Coins (which are found in the same area as Star #6).
- 6. To get the sixth Star you must travel to the second area in this level. To get there you must raise the water to its highest level (the bottom just up and to the right of the long grate cage in the corner). Now go to the floating plank just to the right of the platform with the Pink Bomb-omb. Use the triple jump on this tiny platform to get up to the Bomb-omb. After you make this jump, talk to him and he'll open the cannon. Blast through the sky into the lone grate in the corner. Swim down and around and you'll find the hidden area. Swim down to the bottom in the corner and drain the water. Look around and you'll see a floor switch. Remember that! Go to the Blue! Switch and become Malicious Mario! Now run and flip the floor switch and then run to the long grate with the Star inside. If the switch runs out, you can also use a wall-jump to get up to the Star.

Bonus Star: Collect 100 Gold Coins.

COURSE 12 (Mushroom World)

Location: The small picture of mushrooms on the third floor.

- 1. The first Star is at the very top of the mountain.
- 2. Catch the monkey at the very top of the mountain and follow him. He will open the cage to the second Star.
- 3. Collect all eight Red Coins.
- 4. As you make your way up the mountain there is a long jump right next to a 1-up. After you make the jump, walk up to the west corner where five coins are located and look at the side of the mountain. Jump into the odd colored area and you'll be transported to a slide that, when finished, will take you to a Star.
- 5. Towards the top of the mountain you'll encounter a floor 1 Switch. Grab the switch and run up to the top of the waterfall. The secret box will allow you to jump down to the Star.
- 6. To get the sixth Star you must use the Cannon to shoot out to the Star on the Mushroom. The Pink Bomb-omb that you must talk to is just below the first mushroom and the cannon is located just below the single mushrooms by the gophers. To get to it you must super jump out to the large mushroom and then super jump again to the landing below.

Power Star: Collect 100 Gold Coins.

COURSE 13 (Big and Small World)

Location: Enter the door to the left of the water spider level. The picture to the left makes Mario big, the picture to the right makes Mario small, and the picture in the middle does nothing (Note: you can also change Mario's size on the level by jumping into green pipes).

- 1. At the green pipe, located next to the floor 1 Switch, destroy all the plants as small Mario and you'll get a Star.
- 2. Go to the top of the mountain as small Mario and break open the Yellow 1 Box and you'll get a Star.
- 3. As small Mario you'll find a Koopa Troopa waiting just beyond where the balls come out of the mountain next to a small pin. Beat him to the flag and he'll squeeze off a Star.
- 4. To get the fourth Star you must find five secret Spots as big Mario. They are located at the top of the mountain, next to the cannon, by the origin of the rolling sawon balls, the cave that leads to the eight Red Coins, and the tunnel right at the beginning of the level.
- 5. Collect all eight Red Coins.
- 6. For the sixth Star you must go to the top of the mountain as big Mario and butt smash into the center of the pool of water so that all the water will drain and reveal a hidden passage. Turn back into small Mario and jump in. Beat the caterpillar inside and you'll get the sixth Star.

Power Star: Collect 100 Gold Coins.

COURSE 14 (Clock World)

Location: As you enter the third floor, it is the clock face directly in front of you. Jump in right on the hour and the clockworks inside will stop; however, for some Stars the clock must be working.

- *1 Head up the clockworks and you'll come across a cage with a Star in it. What are you waiting for? Go get it!
- *2 Head back up the clockworks, but this time go further than you did before until you reach an alleyway that looks like a mix between a veranda and a spatio. Just past here there is a chaise that you must jump across. Go to the other side and nab the Star.
- *3 As you climb up the level you'll notice a clock hand moving in the middle. Hop on the hand and swing around to the third Star. (Note: the clock must be moving to get this Star).
- *4 Climb all the way to the top of the level and jump onto the clock hand and swing over to the conveyor belt. Jump onto the blue stomping stone and then jump out to the Star. (Note: the clock must be moving to get this Star).
- *5 This Star is directly above Star *2. To get there you must jump out onto the top of the yellow cage that you'll see just past the heart refill. (Note: the clock must be moving to get this Star).
- *6 Collect all eight Red Coins.

Power Star: Collect 100 Gold Coins.

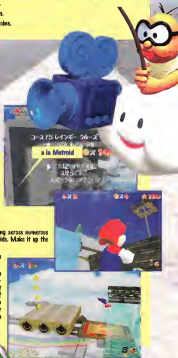


COURSE 15 (Rainbow Road)

Location: Just to the right of the clock on the third floor.

- *1 The first Star is on top of the flying ship. To get there you must take the carpet on the left when you reach a fork in the rainbow road.
- *2 The second Star is on top of the castle in the sky. To get there you must take the carpet on the right when you reach a fork in the rainbow road (Hint: use the back flip to make the more difficult jump).
- *3 Collect all eight Red Coins.
- *4 Take the route to the left of the Red Coins area and follow the path. After going across numerous swings you'll come to a split in the road. Go forward toward the small pyramids. Make it up the pyramid path and you'll be rewarded with a Star.
- *5 Follow the same route as Star *4, but this time head up the large incline and then follow the path to the next Star.
- *6 The sixth Star can only be reached by the cannon at the back of the flying ship (where you found Star *1). To enable the cannon you must talk to the Pink Toad on a secret area of the Red Coins maze. To get there you must go to the spot with the heart refill. Now, in a Metroid, you must jump kick back and forth off the walls until you reach the top of the structure. Walk to the end and talk to Pinky. Now go back to the ship and launch out of the cannon through the rainbow hoop at the Naupole on the small island. There you will find a Yellow Box with the Star.

Power Star: Collect 100 Gold Coins.



Alien Assault 2 - Arcade

Finally, the code is revealed! Our free subscription contest winner is Dominic "X2 Ph" Santak of Fairbault, MN. Well done, and keep on gaming! To access and play as Gargos, follow these simple instructions. At the fighter selection screen hit: **FP, MP, MK, FK, MP, CP, GK, MK**. You should hear a weird sound at the completion of the code. Now go between Maye and Fulgore. The code is not permanent! Dominic also gave us a lot of Gargos's moves. Check 'em out.

Special Moves

Fire Stream -

D, DF, F, GP (Hits 4 Times)

Fly -

Tap button 5 times in the air

Air Fireball -

D, DF, F, FP

Double Claw Dash -

Charge B, F, GK, MK or FK

Shoulder Dash -

D, DB, B, MK or FK

Jumping Overhead Slam -

D, DF, F, FP

(Can Be Used in the Air)

Laugh -

D, DB, B, FP

Uppercut (regular) -

D + FP

Uppercut (strong) -

F, D, DF, FP

Combo Breaker -

F, D, DF, F or K

Throw -

F + FP

Air Juggle -

B, DB, D, DF, F, FK

Combos

Combo Starter -

Jumping Overhead Slam,

Double Claw Dash, and

Shoulder Dash

Combo Breaker -

Strong Uppercut, Fire Stream

?? Hit Combo -

(Double Claw Dash) Charge, B,

F, FK, then GK or GP (Strong

Uppercut), and F, D, DF, FP

?? Hit Combo -

(Shoulder Dash) D, DB, B, MK,

GK or GP, D, DF, F, GP

?? Hit Combo -

(Double Claw Dash), Charge B,

F, FK, MP, (Regular Uppercut),

D + FP now jump in the air and

do an Air Fireball, D, DF, F, FP

30 Hit Combo -

You have to be fast on this one -

(Double Claw Dash), (Strong

Uppercut), and (Air Juggle),

Keep it up. Around the 10th hit,

the combo slows down a little.

Very impressive Dominic!

Dominic Santak

Fairbault, MN



Star Grifter - Saturn

It's the GI code contest extravaganza! Whoever is the first to figure out what our mystery codes access will win a free subscription. Good hunting and god speed! Enter all codes at the Title Screen.

Unlimited Ammo -

B, B, B, C, Start

??? - Left, Right, C, A, Start

??? - Down, C, C, A, Start

??? - B, B, B, Down, C, Start

??? -

Up, Right, Down, Left, Z, Start

"Bob Barker"

Eden Prairie, MN

NBA Give-N-Go - SNES

At the title screen press **Up, Up, Down, Down, Left, Right, Left, Right, B**, and **A**. There should be a noise signal. Now go to the options screen and select Difficulty/Rules. There should be an S next to Level. This will make shooting accuracy go up.

Mike Zelasko

Benzo, IL

Worms - PlayStation

Secret Weapons -

To check out some really cool weapons in Worms, go to the **Weapons Select** screen through the Options menu. Now press **X** and **Y** simultaneously about 10 times. When you start a new game, Sheep of Death, Banana Bomb, and Mongoose should be available. Haste is also Worry!

Dave Haskill

Boston, MA



Star-A-Move 2:

Arcade Edition - PlayStation

To access more bud'n' action go to the Title Screen (Press Start) and hit **R1, Up, L2, and Down**. If entered correctly a little green disc will appear at the bottom of your screen confirming that the new Puzzle levels have been added.

"The Rhyno"

Takoda, OH

NBA Action - Saturn

More Replay Views - To access the free floating camera in the Replay Mode simply press down the Right or Left Button and hit **Z** to change the angle.

Switch Court Ends - Enter the main menu and highlight the Select Court option. Hold down the Right Button and press **Z** to change your court position.

"The Wallflower"

Uptown, MN

Face to Stick - PlayStation

These level codes are from the lovely state of Pennsylvania (ugh).

Level 1 - **000000**

Level 2 - **000000**

Level 3 - **000000**

Level 4 - **000000**

Level 5 - **000000**

Level 6 - **000000**

Level 7 - **000000**

Level 8 - **000000**

Level 9 - **000000**

Level 10 - **000000**

Level 11 - **000000**

Level 12 - **000000**

Level 13 - **000000**

Mike M

Philadelphia, PA



Bakura Bakura - Saturn

League Mode - This code is for two or three players only. At the main menu, press **B, A, C, Up, B, A, C, Up, Start**. A sound will confirm the code if it was entered correctly. The League Mode locks state for up to two players. Go Rabbit!

"The Wolfman"

Uptown, MN

Triple Play - PlayStation

Enter these names at the player create screen. Which dugout have these guys been hiding in? Note: do not adjust player attributes.

Bruce McMillan

Dave Reichschneider

Bill McCormick

John Burk

Kevin Loh

Wendell Harlow

Louise Read

Dennis Hirsch

Eric Kase

Jon Spencer

Chris Johnson

Eric Pisker

Kevin Pickett

Mark Gipsen

Mike Swanson

Geoff Coates

Edwin Gomes

Tony Lee

Dave Demonest

Craig Hui

Mike Sakynka

Frank Faugno

Gary Lam

Brant Neilson

Josh Holmes

Denny Rosenberg

Honolulu, HI

College Star - PlayStation

Enter this code at the "Tonight's Match-Up" Screen.

Do the Whitewind Spin -

Up, Right, Down, Left, Up, Right,

Down, Left.

Robert Beasley

Houston, Texas



Mega Man X3 - SNES

Collect everything except a special chip from a pink capsule. Meet out your sub-tanks and go to the first Doppler Stage. Now go to the mech pad, get a mech (optional), and go to the first pit you see. Drop down, holding onto the left wall, and go through the hologram wall into a hidden room with a capsule. Hop in and gain every ability enhancing chip! Success will be indicated by Mega Man turning orange. Now go kick some robotic tail!

Nathan Froese
Columbus, KS

Battle Arena Toshinden Remix - Saturn

To access all the hidden characters without the hassle of beating the game, enter the code. At the title screen with the "Press Start" prompt, press Up, Down, X, B, A, Y, C, Z, and Start. When you go to select a character, Gess and Sho will be available (but not in story mode). To unlock Capedo you need to move the selection box over to Sho and press Up. Enjoy!

Ronny Bauer
Alton Square, RI

Panzer Dragoon II Zwei - Saturn

Pandora's Box - This hidden icon appears only after the game is beaten. The only way to acquire all the options in Pandora's Box is to beat the game with a 100% score and the rank of Winged Death.

ADEC System - Go to the option screen and choose Full Instruments. Now start a game and press B on Controller 2 while playing.

X-Y Radar - Press A on Controller 2 while playing.

Original Dragon - To play as the Dragon from Panzer Dragoon 1, set the instruments in the option screen to Full and take routes 2, 2, and 3 on the appropriate levels.

Fly Skydive - Take routes 2, 2, 3, 1 "Virtual Gap Boy 96" Minneapolis, MN

Guardian Heroes - Saturn

To unlock 99 continues on Normal and Hard difficulty settings, follow the directions below. Go to the options menu. Change the level to easy and start a game. Press Start, A, B, and C at the same time in order to reset the game. Now go back to the options menu and change the level to normal or hard. When you go to load a game you should see "Stage 1 / Continues 99". Start the game and enjoy the continues.

Charlie Kang
Burnt Valley, NY

Street Fighter Alpha 2 - Arcade

To access Ryu with Akuma's powers, follow these directions carefully. At the character selection screen, move the selection box over Ryu. Press and hold start for two seconds. Now move the box to Adon for two seconds, then to Akuma for two. Go back to Adon for two seconds and then to Ryu for two seconds. Press all three kick buttons and you should be ready for some Ryukuma action.

Deamond Goon
Boston, MA

More Tricks for Alpha 2

Street Fighter 2 Dhaism -

1. At the selection screen, press and hold start for 3 seconds.
2. Release start. Move once to the left to get Zangief.
3. Move down to Sagat.
4. Move to the right to Charlie.
5. Then move up to Dhalsim.
6. Push and hold start for 3 seconds and press:
 - 1 punch button - orange outfit brown skin
 - 1 kick button - brown outfit white skin
 - 1 Kick + Strong - blue outfit brown skin
 - 1 Short + Forward - red outfit yellow skin

Street Fighter 2 Zangief -

1. Press and hold start for 3 seconds on Zangief.

2. Release start. Now do a clockwise motion ending at Zangief (Sagat, Sodom, Raso, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief).
3. Push and hold start for 3 seconds again and enter the following:
 - 1 Punch Button - red outfit
 - 1 Kick Button - black outfit
 - 1 Jab + Strong - blue outfit
 - 1 Short + Forward - yellow outfit

Earl Ryu -

1. Hold start on Ryu for five seconds.
 2. Release start and move right to Adon, up to Akuma, down to Adon, left to Ryu.
 3. Hold start for 5 seconds again and enter the following:
 - 1 Punch Button - dark blue outfit red gloves
 - 1 Kick Button - red outfit yellow gloves
 - 1 Jab + Strong - white outfit brown gloves
 - 1 Short + Forward - light blue outfit red gloves
- Earl Ryu doesn't have the air fireball, forward roll, or the hundred demon somersault. He does have a teleport and some juggle combos.
- Super Fireball** - quarter crescent forward (twice), punch
- Super Hurricane Kick** - quarter crescent away (twice), kick
- Raging Demon** - Jab, Jab, Toward + Short, Flare
- Richard Andrade
West LA, California

Super Mario RPG - SNES

Grate Guy's Casino.

REVEALED!

Go to Booster's tower after his wedding. Play Knife Guy at his game, beat him 9 times in a row or 12 total times and he'll give you the bright card. Now go to the circle of plants in Baen Valley and enter the Northern pipe. There should be a golden Champ to the left. Now stomp the Champ, and continue a stomp! about ten times. You should hear a word sound every time you jump. A block and the entrance to the Casino will appear. Check out the games!

Fiona Marquette
Maconville, CO

X-Men: Children of the Atom - Saturn

The mutant pupils of Xavier see one skip away from hitting the world from Magneto's magnetic grip. To help aid their cause enter this start with full special meter code. Start a survival mode match. Choose your fighter and press Start. When the loading screen pops up hold the L and R buttons down for about 8 seconds, then rapid fire with them until the game begins. If everything worked your power meter should fill up before the fighting begins.

Arnold Sagar
Lansing, CA

Code of the Month!



Ultimate Mortal Kombat 3 - Saturn

Hidden Characters - At the Ultimate Mortal Kombat 3 Code Screen enter the corresponding Code to access the character you desire:
Errac - 864 240
Mikea - 796 723
Classic Sub-Zero - 760 520

Dejanga
Webster, CO



GAME GENIE

SWAP SHOP



Ultimate



— Saturn/Arcade

Legend: lk — low kick
hk — high kick
lp — low punch
hp — high punch

Reptile

Venom Spit — forward, forward, hp

Mythic Slow Drib —

back, back, hp + lp

Mythic Fast Drib —

forward, forward, hp + lp

Lizard Trip — back, back, block + lk

Lizard Mist — up, down, and hk

Fake Lizard Mist —

up, down, lk, hk

Lizard Dart — back, forward, lk

Fatality #1 — back, back, forward,

down + block [sweep]

Fatality #2 — forward, forward, up,

up + hk [1 step away]

Animality — down, down, down,

down, up + hk [close]

Friendship — down, down, down,

down, down + run

Rebality — forward, forward, back,

down + lk

PR — block, run, block, block

Human Smoke

(before 4 says fight, hold back+hp

+hk+block+run with robe+smoke)

Harpoon — Half Moon Punch, and

Crescent Throw (see Scorpion)

Fatality #1 —

run, block, run, run, lk [close]

Babality — down, back, back + hk

PR — forward, up, up + lp

Jade

Jade-A-Rang (high) —

back, forward, hp

Jade-A-Rang (mid) —

back, forward, lp

Jade-A-Rang (low) —

back, forward, lk

Jade-A-Rang Return —

back, back, forward, lp

Bio-Hazard Kick —

down, forward, lk

Invincible Flash —

back, forward, hk

Fatality #1 — up, up, down,

forward + hp [close]

Fatality #2 —

run, run, run, block, run [close]

Animality — run, run, block, run,

block [2 steps away]

Friendship —

back, down, back, back + lk

Babality —

down, down, forward, down + hk

PR — forward, down, down + lk



Madden NFL '96 — Genesis

NOXV-881N

Master Code — Must be entered
before other codes

ACZA-SAFA

Infinite play clock time
(two player mode only)

ACRA-SAGR

Team one starts with 0 time-outs

BGRA-SAGR

Team one starts with 9 time-outs

ACRA-SAGY

Team two starts with 0 time-outs

BGRA-SAGY

Team two starts with 9 time-outs

RHGA-652E + RHGA-662G

Infinite time-outs

GDGA-TATR

Touchdowns worth 0 points

AAHHH! Real Monsters — Genesis

ACRA-AACC

Infinite lives

AGFA-AACG

Start with very little energy after
1st life

AAVT-AAGT

Infinite special screams

AAVA-AACA

Infinite garbage

ADBA-AADJ

Infinite energy

NFL Quarterback Club '96 — Genesis

ABST-AAE4

Infinite time-outs

RYZA-AAVT

Infinite time

AWKT-AAB6 + AWET-CACA

Always start on 4th down

ACEA-CAFE

It's always 1st down

PWAA-CAFD

Touchdowns are worth 0 points



Tecmo Super Bowl II — SNES

DF67-4709

3 min. quarters only last 1 min.

C967-CD66

Infinite downs

DFBA-17AC

Touchdowns are worth 0

DFBA-17AC

Touchdowns are worth 9

C3C9-47DC

Computer can't score

ABEE-4A0B

Infinite time-outs



Urban Strike — SNES

363C-16B2 + D73C-16E2

Start with 1000 missiles

EE3C-16B2 + SE3C-16E2

Start with MEGA missiles

EE3C-16B2 + SE3C-16E2

Start with MEGA rockets

EE3C-46B2 + SE3C-46E2

Start with MEGA shots for the gun

EE3C-46B2 + SE3C-46E2

Start with MEGA armor

C3C9-4A0D

Infinite fuel

3CAC-36CF

Infinite ammo

C3C9-4D0F

Infinite lives

Play Japanese imports on your Saturn

Owners of the Saturn Game Shark can unlock a universal adapter feature by holding down the X, Y, and Z buttons, powering up their Saturns, and pressing Start at the first screen.

From... us! The GI guys

Golden Axe: Duel — Saturn

Master Code —

F600914 C366

B6002600 0000

Infinite Health P1 —

16078A5C 0080

Infinite Health P2 —

16078B5D 0060

Big Hurt Baseball — PlayStation

Team 1 Always Wins —

80173ED8 00CF

PO'ed — PlayStation

Infinite Health —

80075C4B 0064

8005A8AB 0064

Have Jetpack —

8005A8AB 0032

8005AC70 0100

Shalsten Warriors — PlayStation

Infinite Health — 801DB760 0064

Infinite Starsword —

801DB774 0064

Infinite Lives — 801DB768 0064

Top Gun — PlayStation

Infinite AGM Missiles —

801CFEC0 0064

Infinite MIRV Missiles —

801CFEC0 0084

Infinite Sunlines —

801CFEC0 0064

Big Hurt Baseball — Saturn

Master Code —

F600914 C366

B6002600 0000

Player 1 Always Wins —

160ADBA8 0060

Player 2 Always Wins —

160ADBA8 0005

Scorpion

Harpoon – block, block, lp
Half Moon Punch –
 down, down-back, back, hp
Crescent Throw – block in air
Fatality #1 – forward, forward,
 down, up + run [close]
Fatality #2 – down, down, down,
 down, up + hk [sweep]
Animality –
 forward, up, up +hk [close]
Friendship –
 run, run, run, run, run, down
Ratality –
 down, back, back, forward + lp
Pit – Forward, forward, up, up + lp

Noob-SaiBot

(only on Ransper Kombar 444444)
 "Only has Combar"
2-punch, 3-kick combo –
 hp, hp, hk, hk, back+hk
3-SaiBot Kick Combo – hk, hk, lk
Double Noob Power Combo –
 hk, back + hk
Quad-Punches Combo –
 hp, hp, down + lp, down + lp
Amazing 5k Combo –
 lk, hk, lk, lk, lk

Classic Sub-Zero

(Kombar Code: 8183591835 Arcade)
Standard Blizzard –
 down, down-forward, forward, lp
MKI Puzzle –
 down, down-back, back, lk
Ninja Slide –
 down-back+pb+block+hk
Fatality #1 – down, down, down,
 down, forward + hp [close]
Fatality #2 – back, down, forward,
 down, down + hp [post sweep]
Babality – down, back, back + hk
Pit – forward, down, forward,
 forward + hp

Rain

(Use on Ransper Kombar 444444,
 or see extra tips and hints below)
Rusty Hook – back, back, hp
Acid Xerox –
 down, down-back, back, lp
Deo-Silhouette Kick –
 block, back, forward
Ninja Slide – (see Sub-Zero)
Ground Oil –
 down, down-back, back, lk
Acid Rain –
 forward, forward, down, lp
Fatality #1 –
 run, block, run, run, hk [close]
Fatality #2 – hold block, back,
 forward, up, down, release block
Pit – forward, down, forward,
 forward + hp

Mileena

(Kombar Code: 225422254 Arcade)
Crystal Shards – charge hp
Rolling Sphere –
 block, block, down, hk
Warp Kick – forward, forward, lk
Fatality #1 – down, forward, down,
 forward + lp [close]
Fatality #2 – back, back, back,
 back, forward + lk [lk]
Animality – forward, down, down,
 forward + hk [close]
Friendship – down, down, down,
 back, forward + hp
Babality – down, down, forward,
 forward + hp
Pit – down, down, down, down + lp

Ermac

(Kombar Code: 123444321 Arcade)
Green Sphere –
 down, down-back, back, lp
Red Burst Punch –
 down, down-back, back, hp
TK Slam – back, down, back, hk
Fatality #1 –
 run, block, run, run, hk [close]
Fatality #2 – down, up, down,
 down, down + block [sweep]
Animality –
 hold block, up, forward, up, up +
 hk, release block [close]

Quake – PC

To use the cheat codes for Quake,
 go to the Options during gameplay
 Select "Go to Console" and type
 any of the following:
GOD – invincible
FLY – hover
IMPULSE 9 – all weapons
 (including the lightning gun)
KILL – suicide
 Now press escape to get back to
 gameplay

Extra Tips & Hints

The free credit Kombar Kode is
 1094276835

Mercy –

(required to do animals) hold
 run, down, down, down, down,
 release run, (30 run round 3)

To Find Rain –

On the subway stage, look for
 falling rain by the Boon-Tobias
 sign, stand under it, and hit
 Player 1's & Player 2's START
 buttons at the same time

Cory McCarthy
 Flower Mound, TX



Scam

Scam Game Play Assistance
 800-230-7342 (SEGA)
 \$.95 per minute for automated
 assistance and \$1.05 per
 minute for live help
 Canada 900-481-5252
 \$1.25 per minute automated

Nintendo

Game Counseling
 800-286-0737
 \$.95 per minute
 Canada 900-481-4402
 \$1.25 per minute
 Nintendo's
 Automated Power Line
 306-685-7529

Sony

800-435-SONY(7669)
 \$.95 per minute

Scam: These lines play and receive information
 for all titles if you're under 18, no more to
 use your parents' permission.

ACCESS ALLIES

Operation: Code Hunt

May GI readers, how would you like
 to become our ally? Send in your
 codes for the games listed below and
 help out a fellow reader in a scrape, or
 if you're stuck on a game, send us a
 letter requesting codes and we will
 help you access the secrets right here
 in Secret Access.

Nintendo 64	PlatWings 64
	Super Mario 64
SNES	Super Mario RPG
PlayStation	Bogey Dead 6
	Bust-A-Move 2
	Crash Bandicoot
	Gunship
	Jumping Flash 2
	Olympic Summer Games
	Project Overkill
	Silverload
Sega Saturn	Alien Trilogy
	Golden Axe: The Duel
	Gun Gribbin
	The Need for Speed
	Triple Play 97
	Ultimate Mortal Kombat 3
Genesis	Triple Play: Gold Ed
Arcade	Street Fighter Alpha 2
PC	Masters of Deceit 2
Send Secret Access Requests To:	
Access & Allies	
Game Informer Magazine	
10120 W. 76th Street	
Eden Prairie, MN 55344	
E-Mail: gwinfora@winnet.net	



By DOS Boy

Warcraft 2 – PC

To use these codes, press enter,
 type the code, and then hit enter
 again.
CASH – Gives player gold, oil,
 and lumber
FASTBUILD – Builds faster
SHOWMAP –
 Gives player the whole map
VICTORY – Instant victory (why?)
 Steven Johnson
 Plano, TX

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ASCI Pad PS,	Specialized ASCII Pad,	ASCI Specialized Pad,
ASCI Pad PS Special,	ASCI Pad,	FIGHTER STICK SG-6
ASCI Stick PS,	Super Adventure,	
	Fighter Stick SN	

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 Eden Prairie, MN 55344

E-Mail: gwinfora@winnet.net



You can't just run away from your problems any more. From now on, you'll have to think on your feet.



adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most



You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the

Grave Guy's Casino. And, in between, you'll have to test your brains on mind-



mushing riddles and new action-puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help

Jumping, ducking and dodging have always been a critical part of any button-bashing Mario



heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a clas-

sic Mario adventure. Plus, meet the mental challenge as the story unfolds in



You want a new kind of Mario action? Try the Yoshi races. But here's a tip: If you don't hit the buttons in the heat, you'll get beat.



Finding Froggy is a wise move if you want to know more about your future quest.

in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Boosier will never find a bride. • You'll also

bump into all kinds of new bad dies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready for all kinds of new Nintendo

action and brain-bending Square Soft adventure.

Remember, running and jumping is a great start.

But this time around

you'll also

need plenty of brains to finish.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat those bad guys.



PREPARE TO FLY.

Nights

into dreams...

COMING AUGUST

ONLY ON



SEGA SATURN





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